

Stakes Pt.2: “Everything Stays” 1034-213 Network Pitch Board

Date 01/30/15

- ☒ Board Team Final
- ☒ Network Approval Board 01/30/15
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

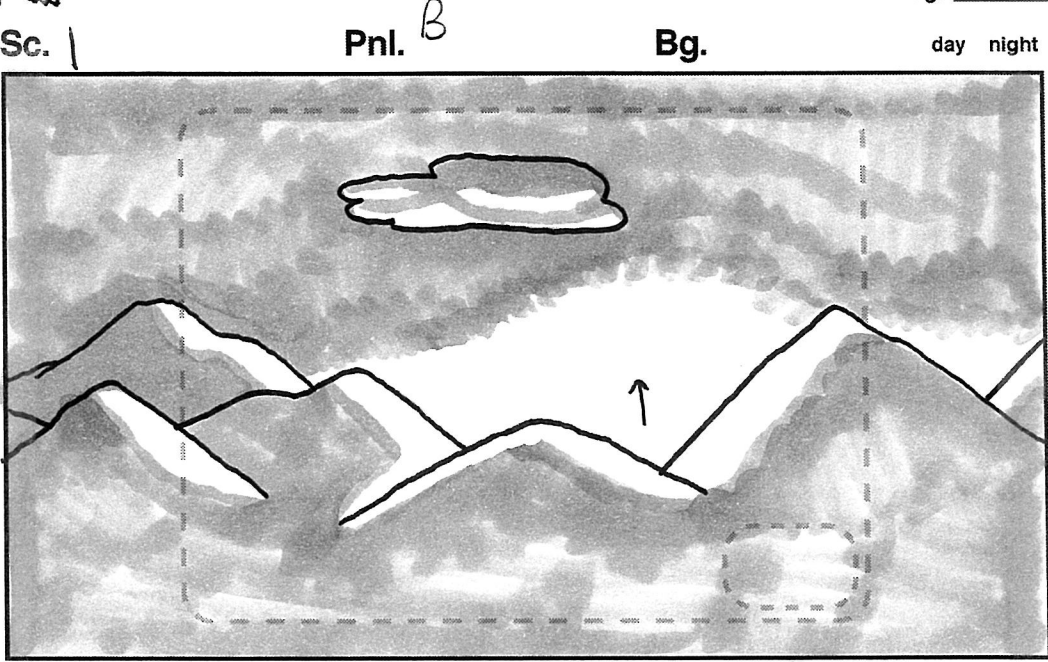
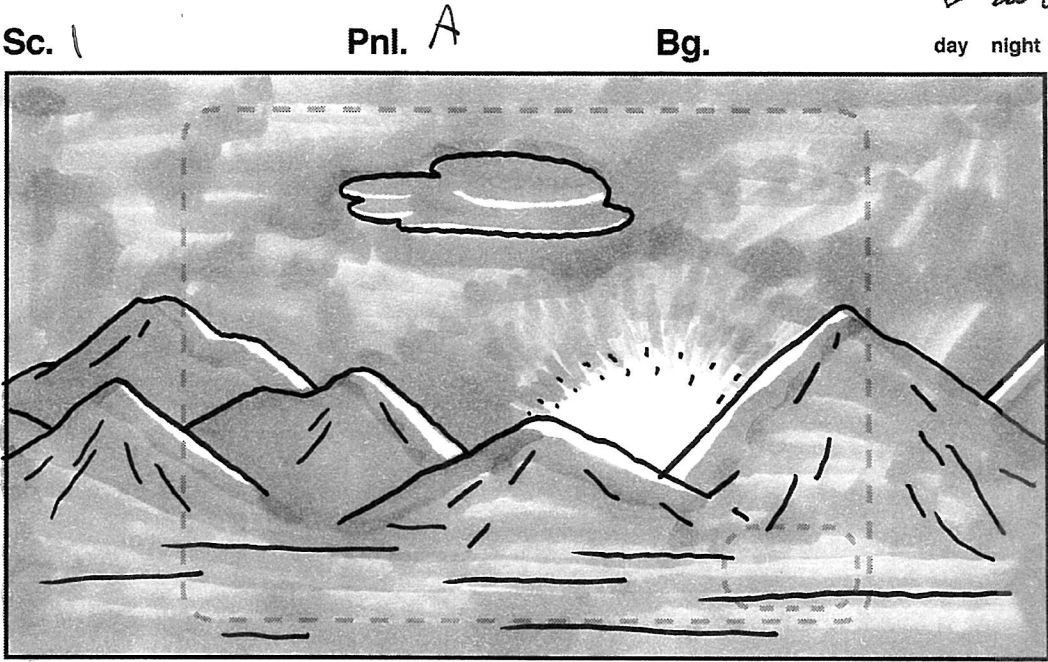
Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Adam Muto &
Hanna K. Nystrom

Animation Studio
SAEROM

ADVENTURE TIME



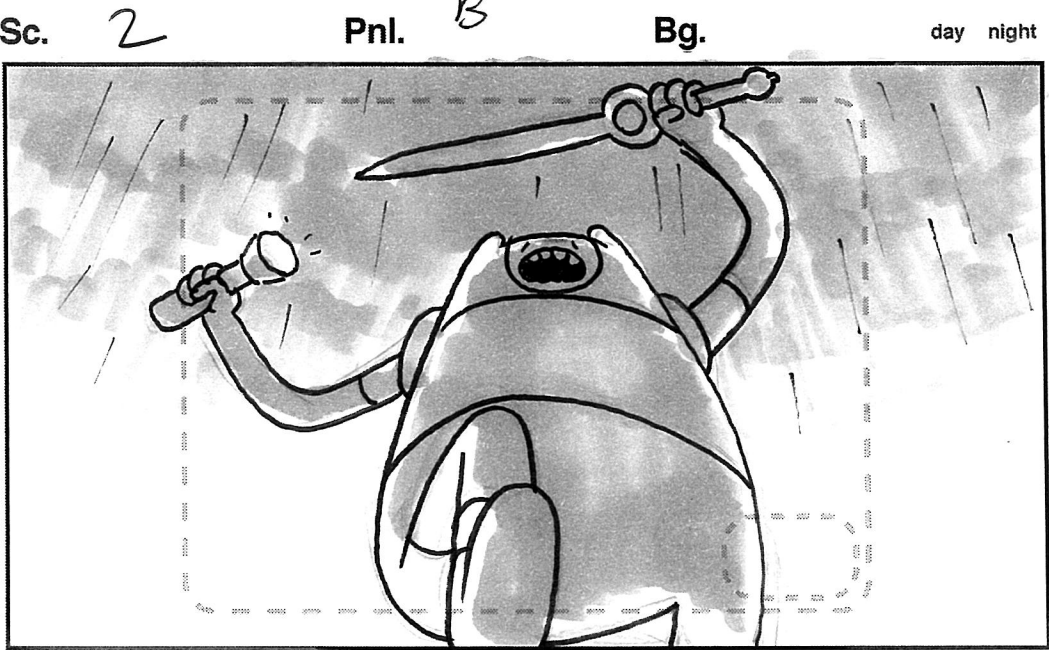
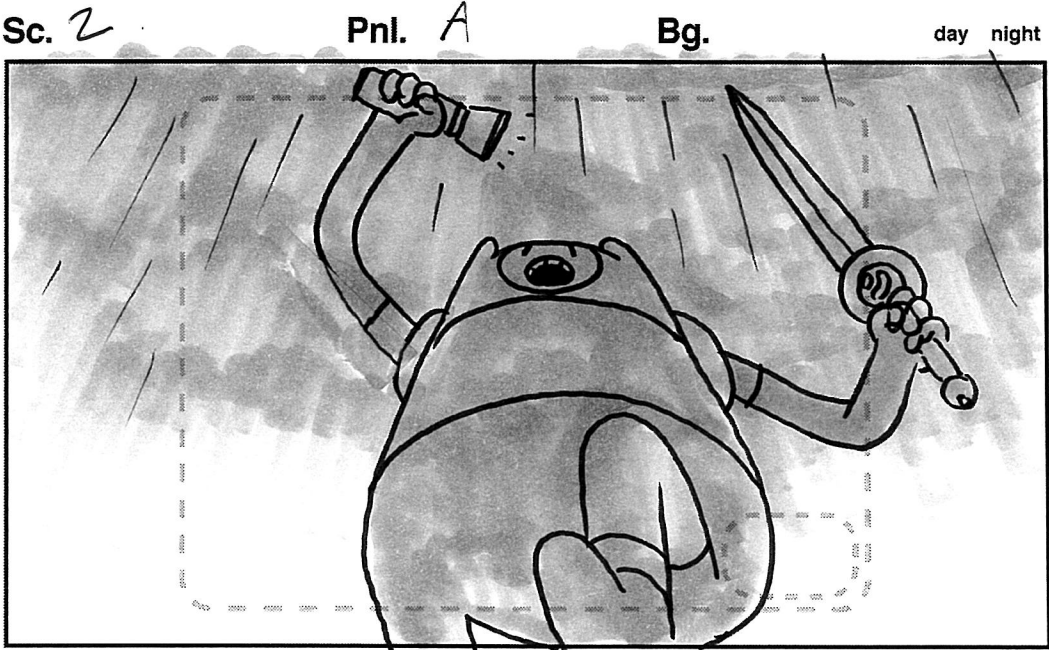
Dialog:	
Action:	- SUN RISES BEHIND THE MOUNTAINS
Timing:	[SCENES FROM PT. 1]

EPISODE #

1034-213

Production:

ADVENTURE TIME



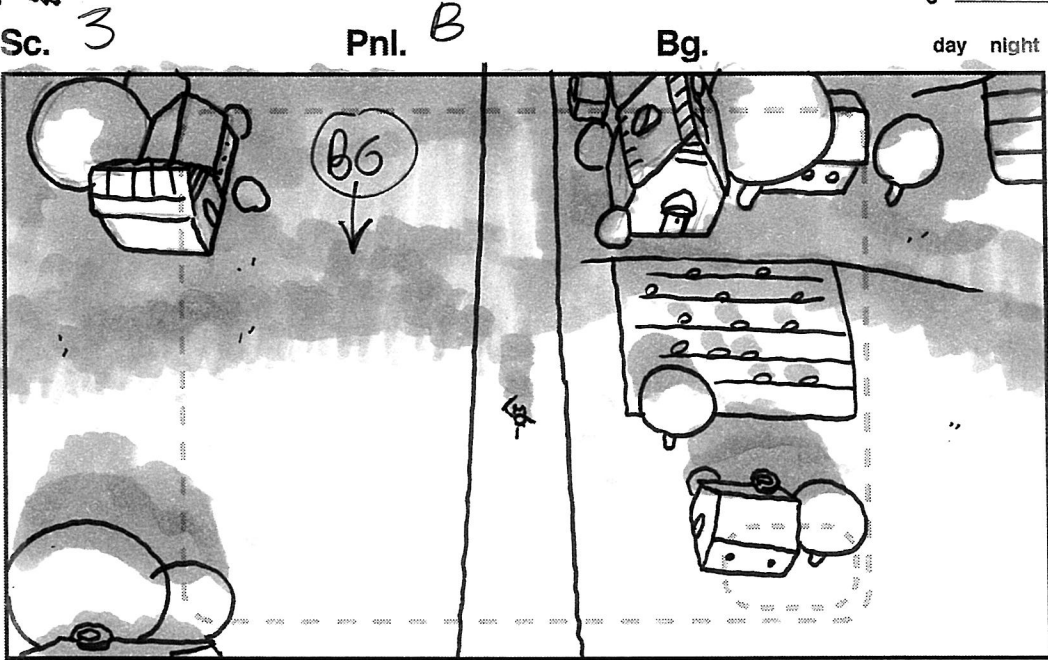
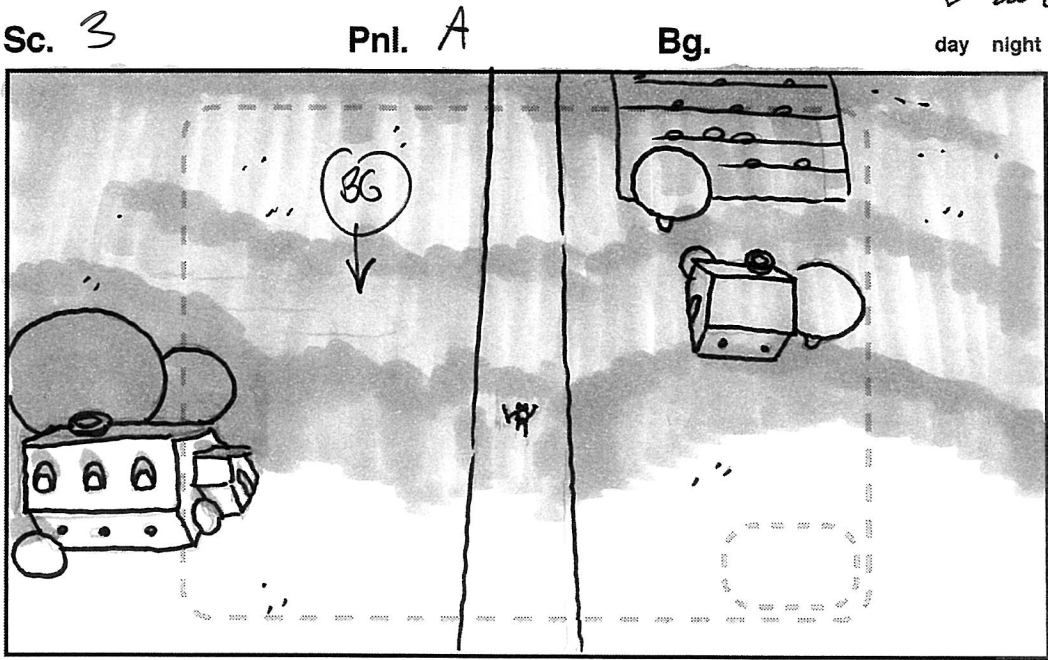
Dialog:	(A) ← cycle → (B) Finn/ AAAA!!
Action:	light of sun rising behind Finn as he runs
Timing:	

EPISODE #

1034-213

Production:

ADVENTURE TIME



Dialog:
Action: - SUNLIGHT GAINS ON FINN.
Timing:

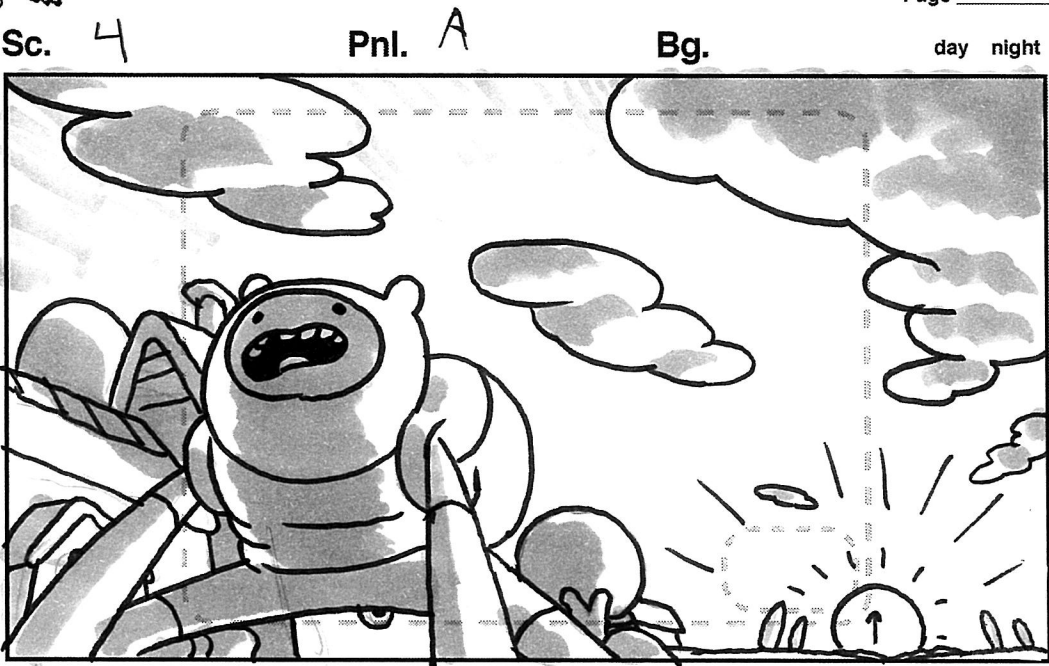
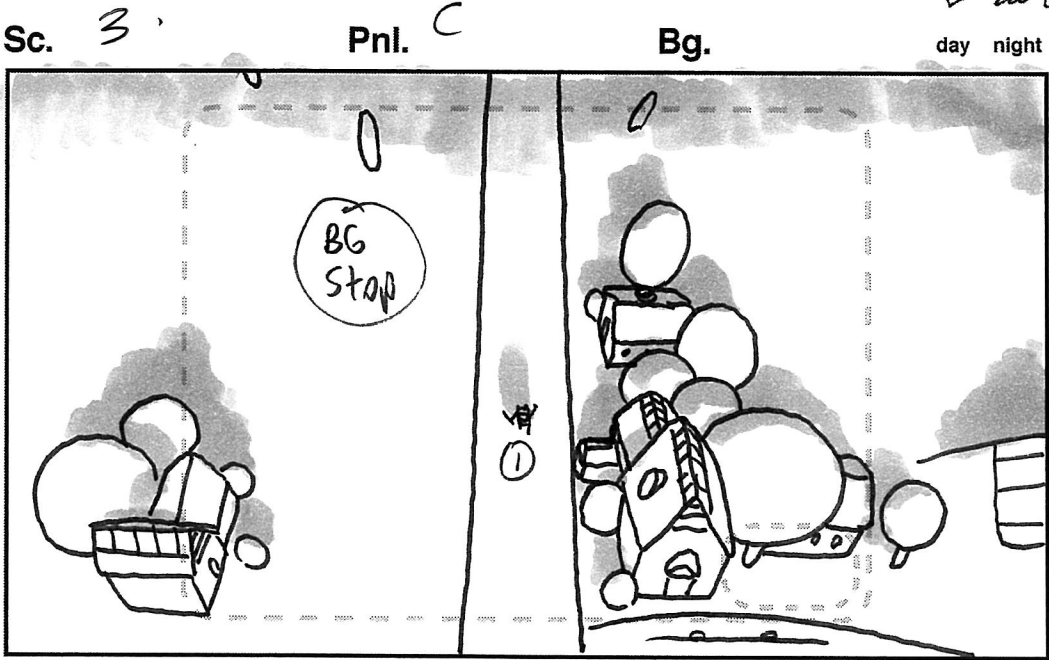
-SUNLIGHT OVERTAKES FINN.

EPISODE #

1034-213

Production:

ADVENTURE TIME



Dialog:	Finn/OOFF!	Finn/HUFF HUFF! :
Action:	Finn trips on the ground	
Timing:		



EPISODE #

Production:

1034-213

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ADVENTURE TIME



Sc. 4

Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

day night

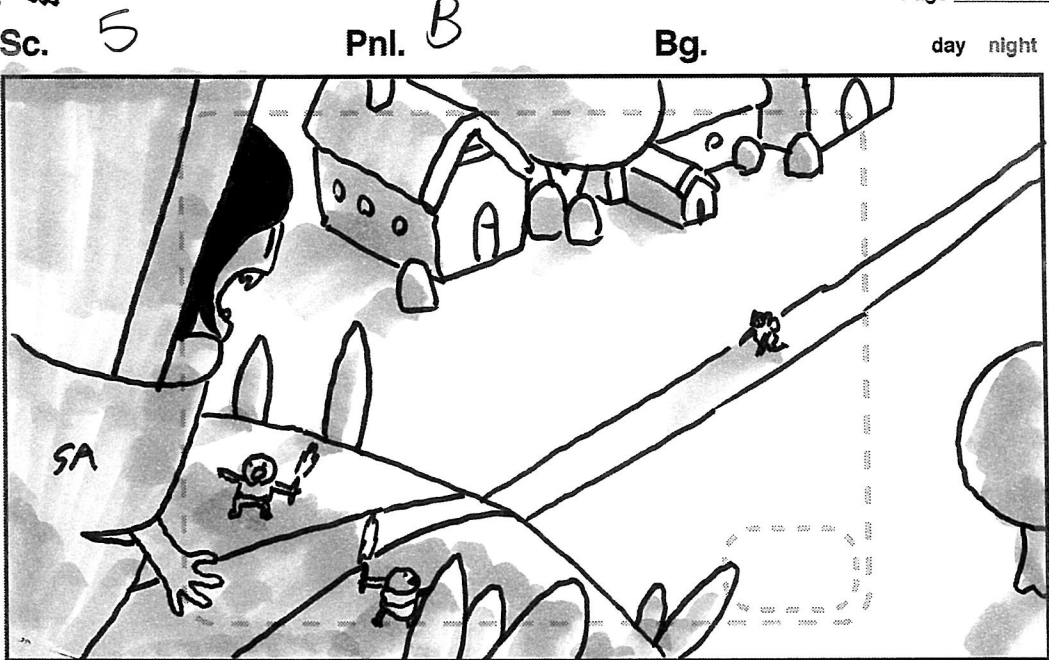
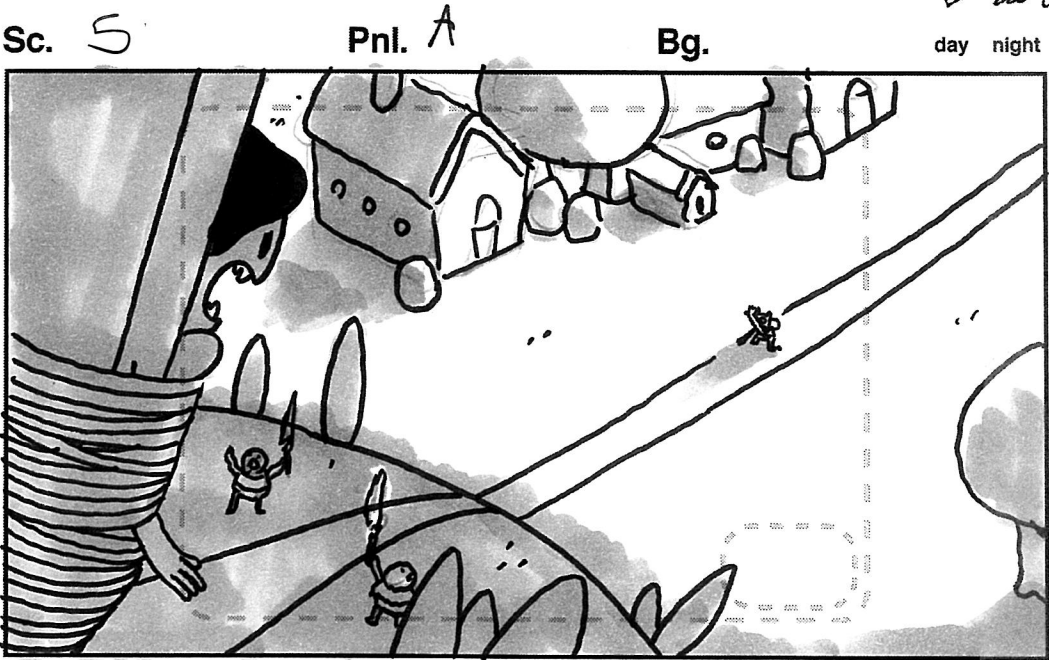
Dialog:	Finn/ Marceline NOO!!
Action:	
Timing:	

EPISODE #

1034-213

Production:

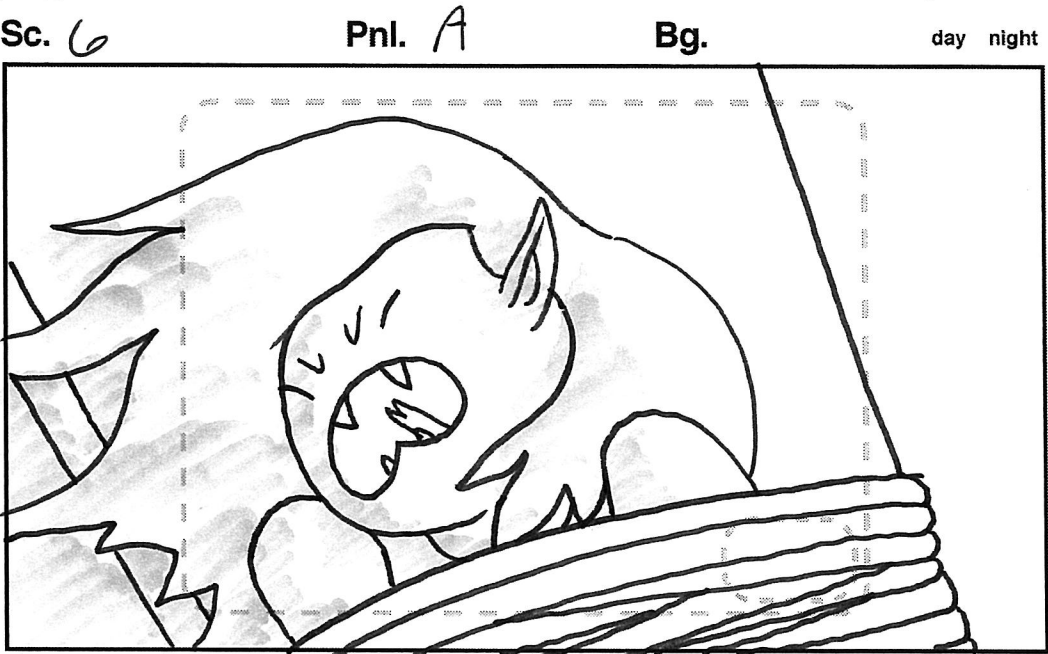
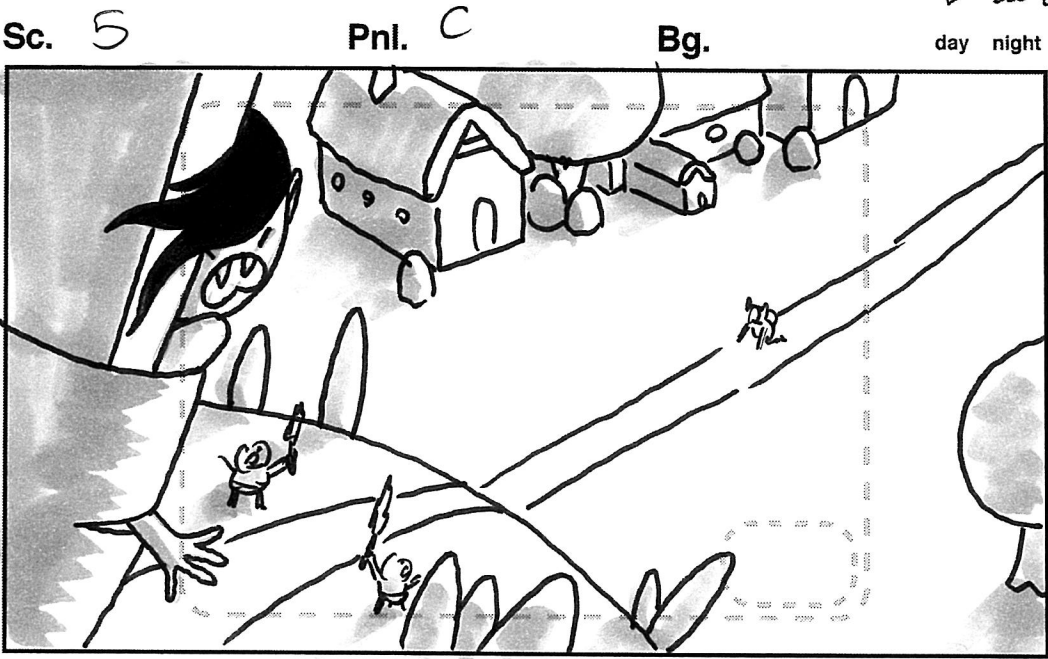
ADVENTURE TIME



Dialog:	<i>Marceline / FINN!</i>	<i>M/ Don't let anyone read my diaries! BURN THEM FINN!</i>
Action:		
Timing:		

EPISODE # 1034-213
Production:

ADVENTURE TIME



Dialog: M/ They embarrassi----- I I E E E !!!

Action: - SUNLIGHT REACHES MARCELINE.

Timing:

EPISODE #

1034-213

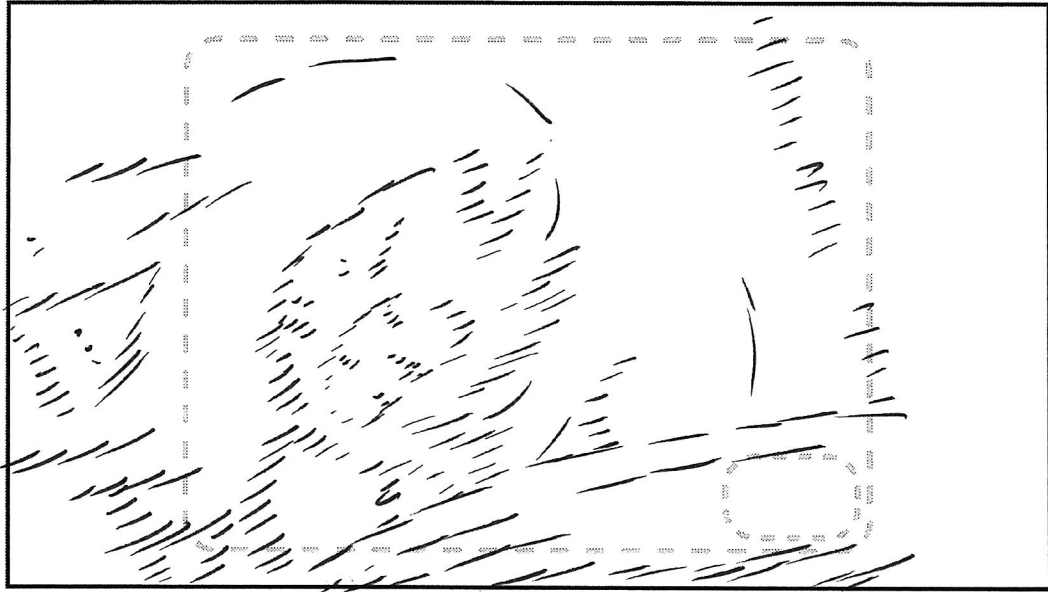
Production:

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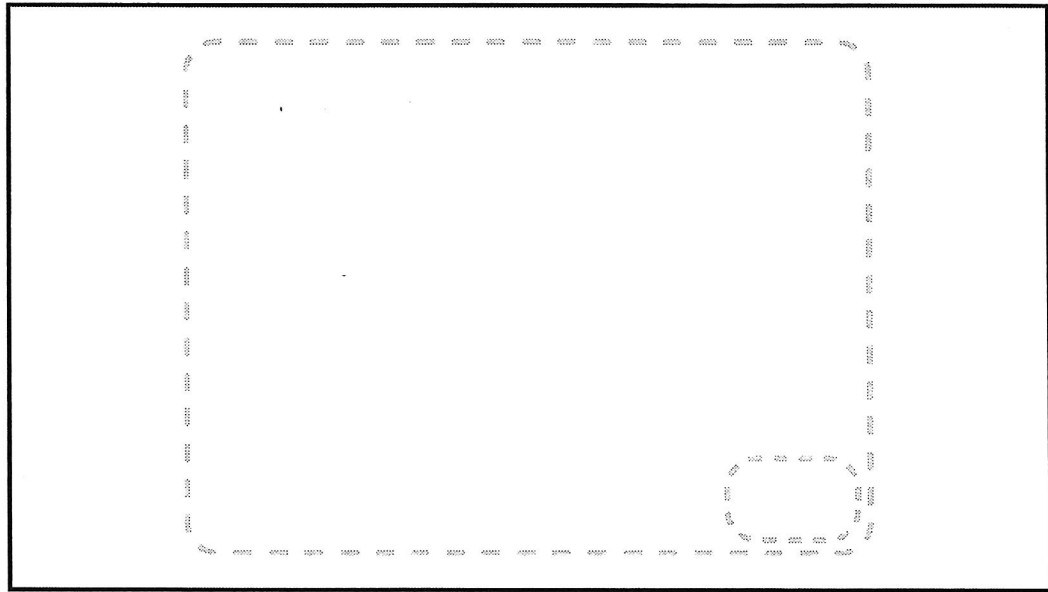
ADVENTURE TIME



Sc. 6 Pnl. B Bg. day night



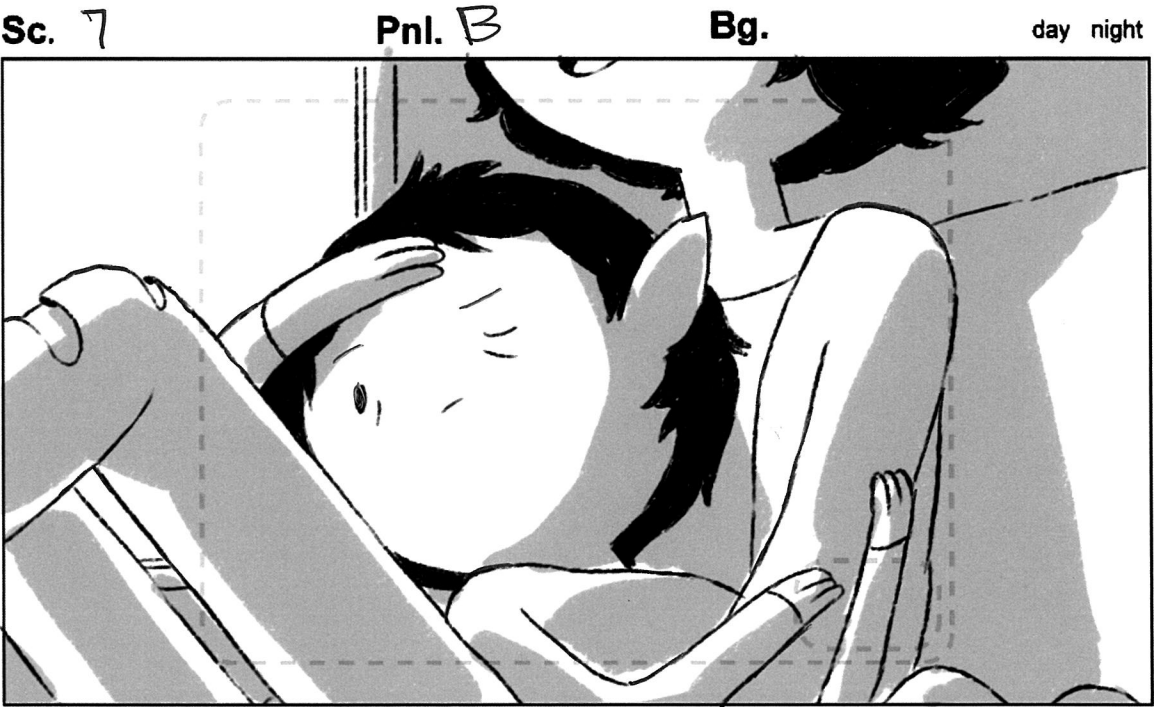
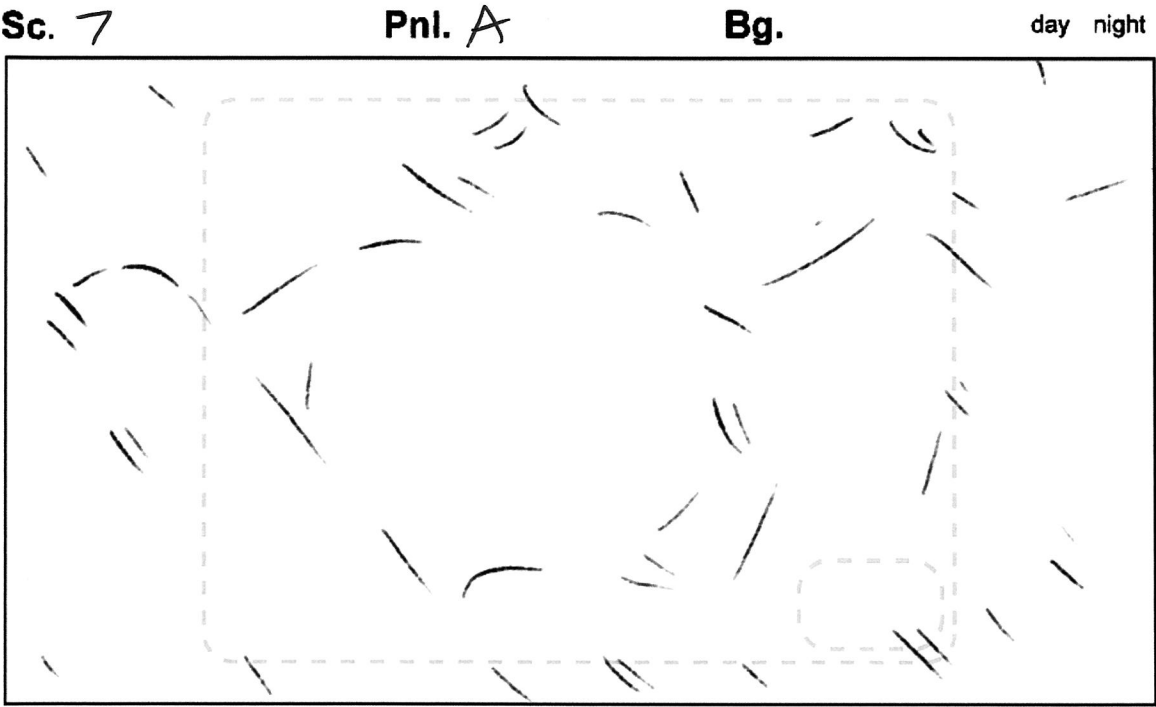
Sc. 6 Pnl. C Bg. day night



Dialog:	
Action: - sun overtakes Marceline she is bathed in light	- FADE TO WHITE
Timing:	

EPISODE # 1034-213
Production:

ADVENTURE TIME

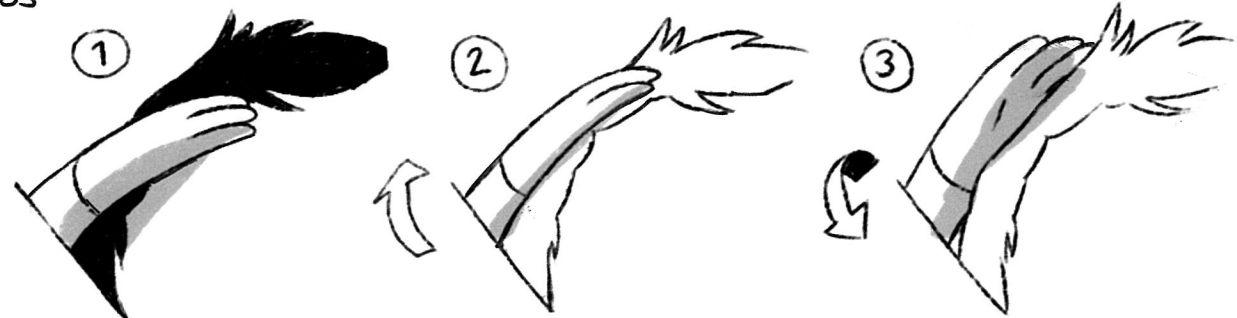


Dialog: MOM: ... AND THEN HE SAID "FINE" ...

MOM ... AND THAT'S THE STORY OF HOW I MET YOUR DAD.

Action: - FADE FROM WHITE -MOM BRUSHES M'S HAIR.

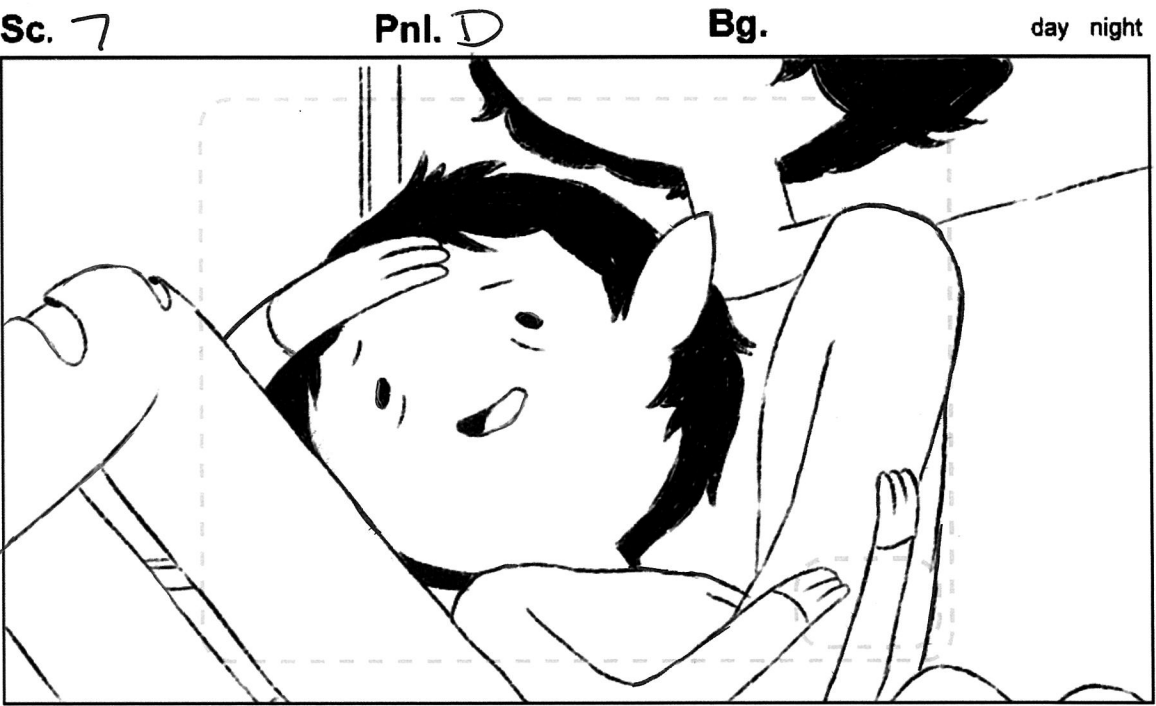
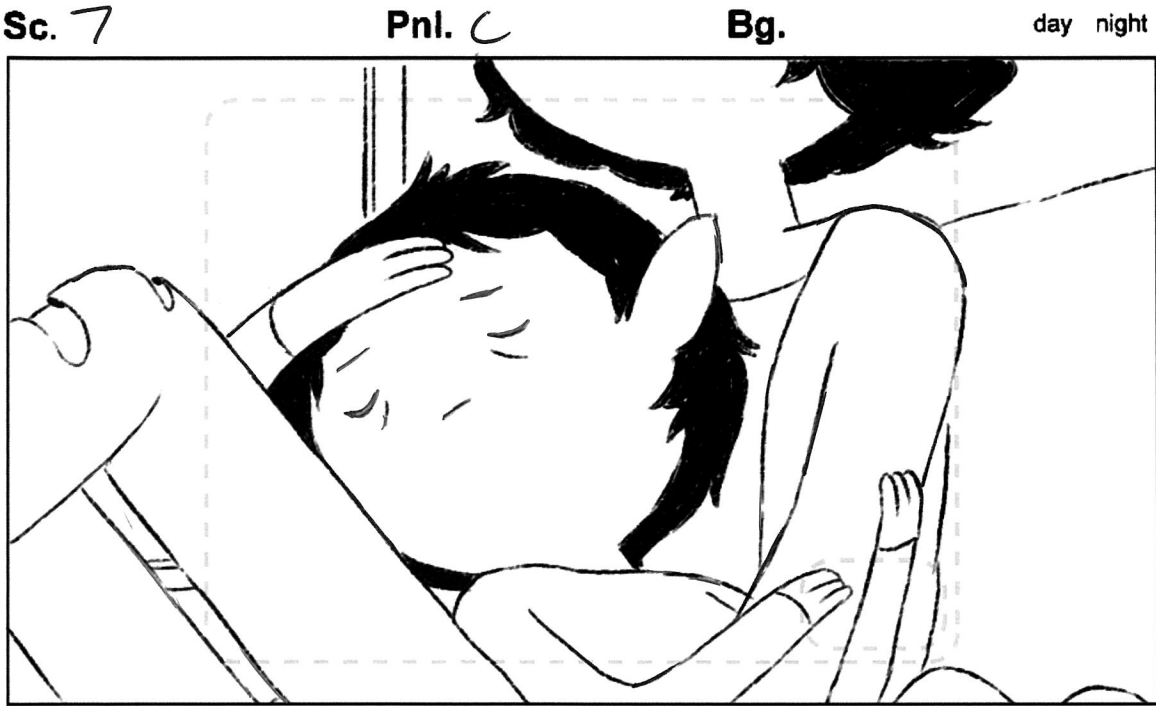
Timing:



1034-213
EPISODE #


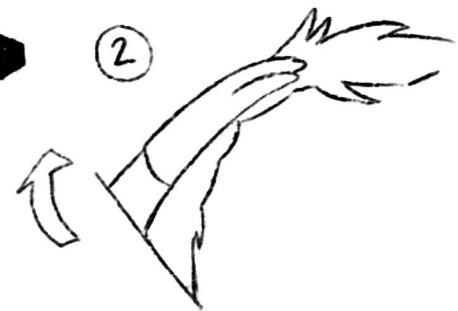
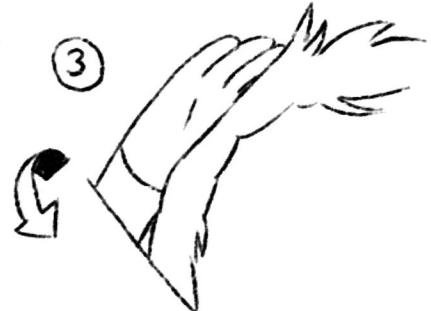
Production :

ADVENTURE TIME




Dialog:

-M NODS OFF

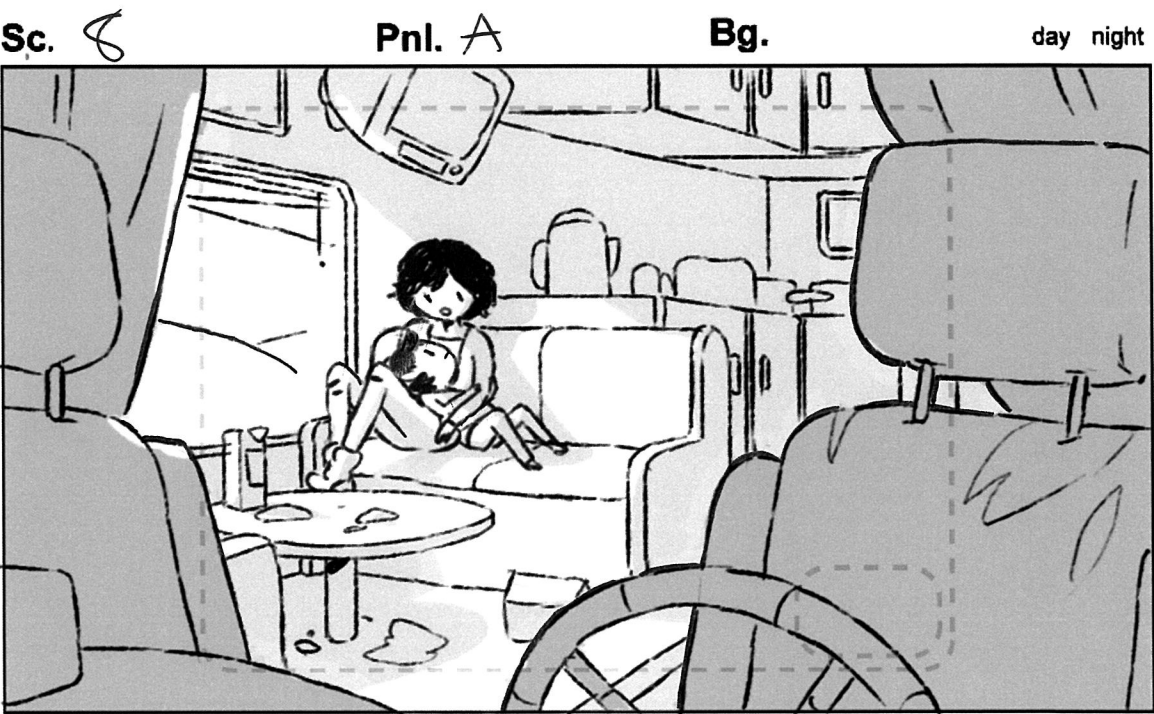
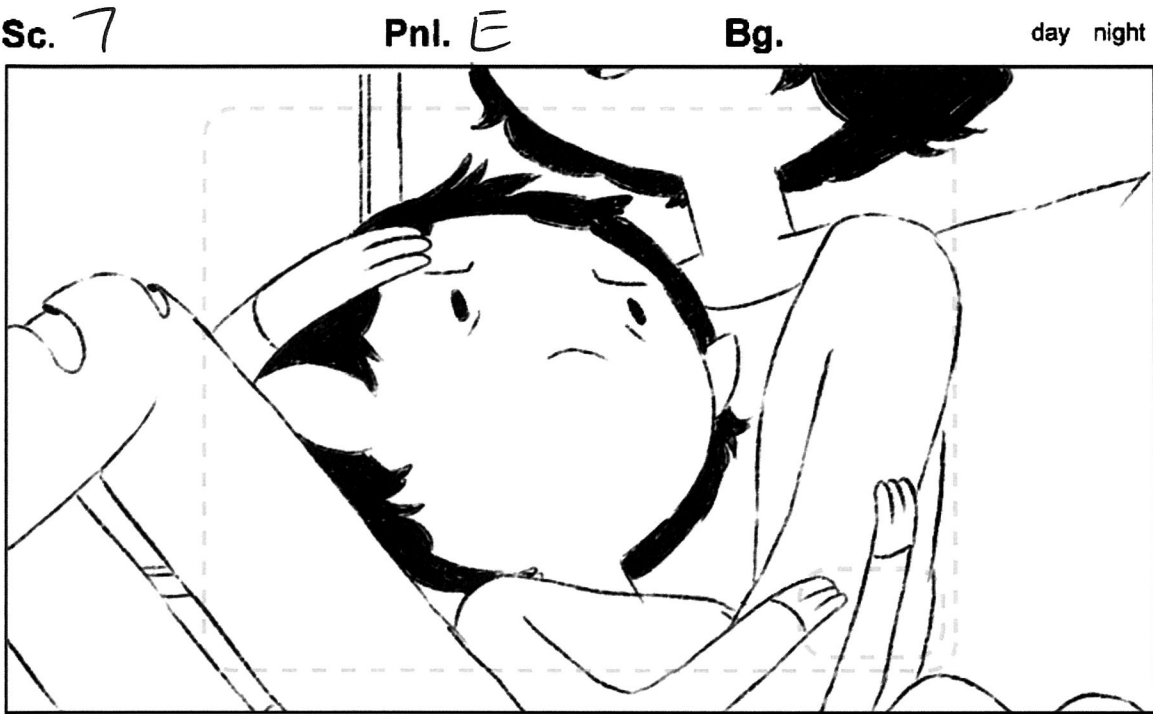
①  ②  ③ 

YOUNG MARCELINE: CAN I PLAY NOW?

-M WAKES UP AND TURNS HEAD.

② 

ADVENTURE TIME



Dialog:	MOM NO, MARCELINE SWEETIE.	MOM = IT'S NAP-TIME. (ALT) IT'S NY-NY TIME.
Action:	- MARCELINE + MOM SITTING IN AN RV.	
Timing:		

ADVENTURE TIME




Sc. 8 Pnl. B Bg. day night

S/A

Sc. 8 Pnl. C Bg. day night

S/A

Dialog:	<u>M</u> : BUT I DON'T WANNA SLEEP!	<u>M</u> : MY DREAMS ARE WEIRD!
Action:	-M. SITS UP.	
Timing:		

1034-215

EPISODE #

Production :

ADVENTURE TIME



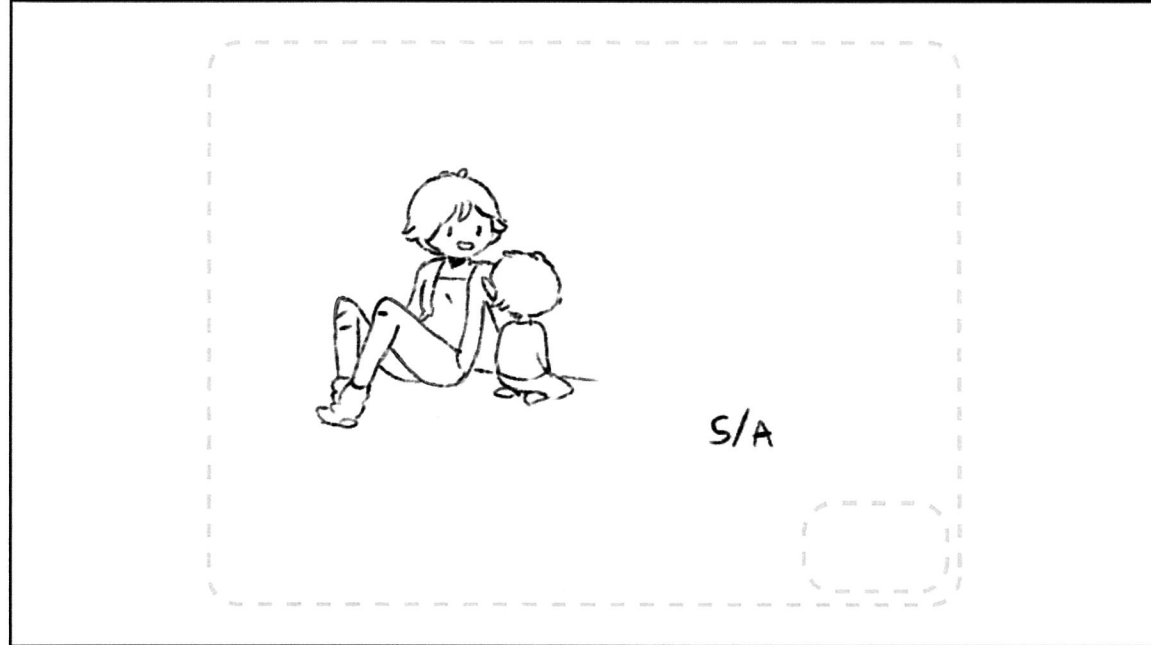
Page 05

Sc. 8

Pnl. D

Bg.

day night



Sc. 9

Pnl. A

Bg.

day night



Dialog:

MOM: ALL DREAMS ARE WEIRD.

M: BUT MOM -

Action:

Timing:



1034-215

EPISODE #

Production :

ADVENTURE TIME




Sc. 9

Pnl. B

Bg.

day night




S/A

Sc. 10

Pnl. A

Bg.



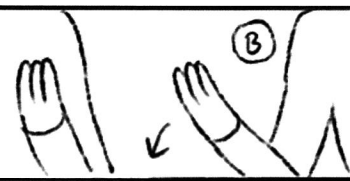

day night



Dialog:

M: MY DREAMS ARE WEEEEE — M: — EEEEE FEIRD!

Action:



Timing:

(REPEAT, FAST.)

1034-213

EPISODE #

Production :

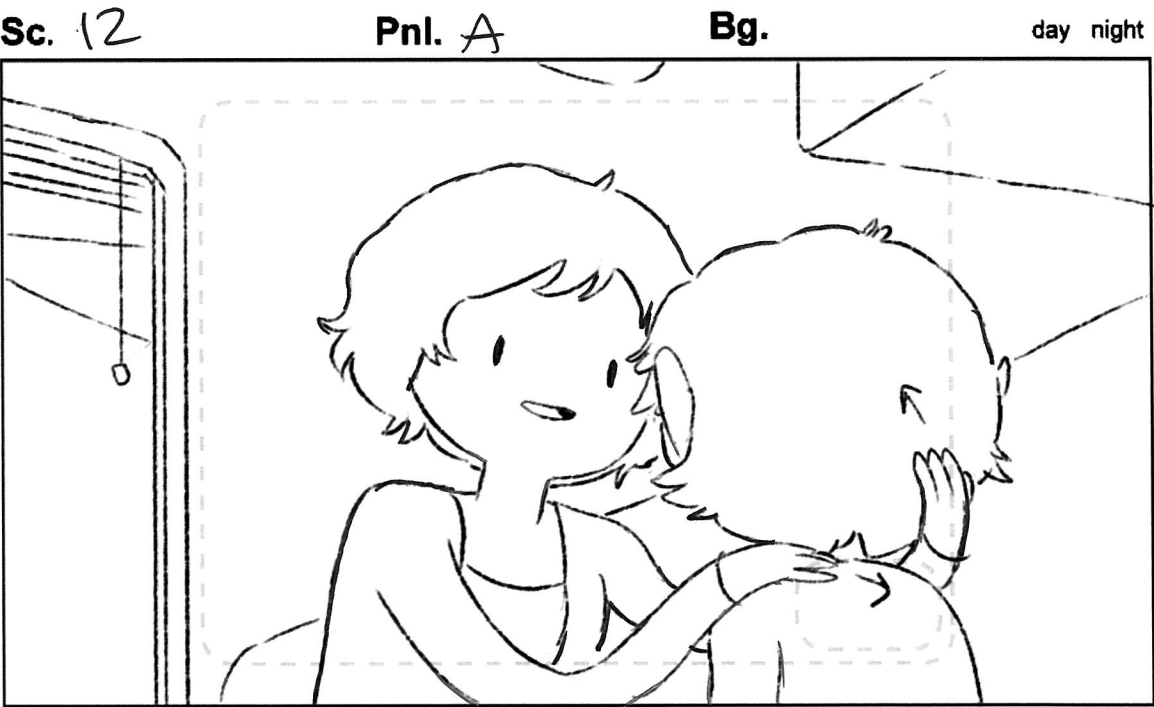
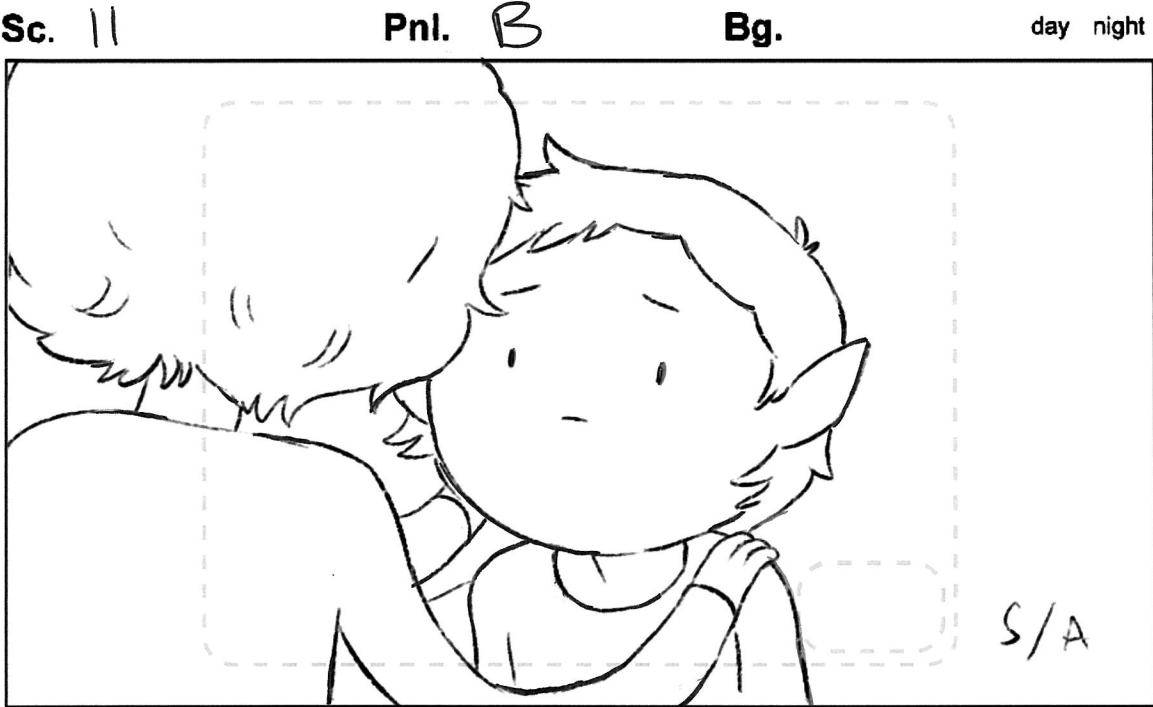
ADVENTURE TIME



Sc. 10	Pnl. B	Bg.	day night	Sc. 11	Pnl. A	Bg.	day night

Dialog:	<u>MOM:</u> LISTEN HONEY; WEIRD DOES'NT HAVE TO BE SCARY.	<u>MOM:</u> IF YOU STAY BRAVE — (ALT) SOMETIMES SOMETHING WEIRD...
Action:		
Timing:		

ADVENTURE TIME



Dialog: MOM: - NOTHING CAN FREAK
YOU OUT OR SCARE YOU.
(ALT) IS JUST SOMETHING FAMILIAR VIEWED FROM A DIFFERENT ANGLE ...

MOM: AND IF YOU'RE NOT
SCARED.

Action:

Timing:

ADVENTURE TIME



Sc. 12

Pnl. B

Bg.

day night



Sc. 12

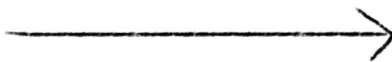
Pnl. C

Bg.

day night



Dialog:



MOM: THEN NOTHING CAN
REALLY HURT YOU.

(ALT) AND THAT'S NOT SCARY, RIGHT?...

Action:

-MOM HUGS MARCELINE.

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 12	Pnl. D	Bg.	day night	Sc. 12	Pnl. E	Bg.	day night

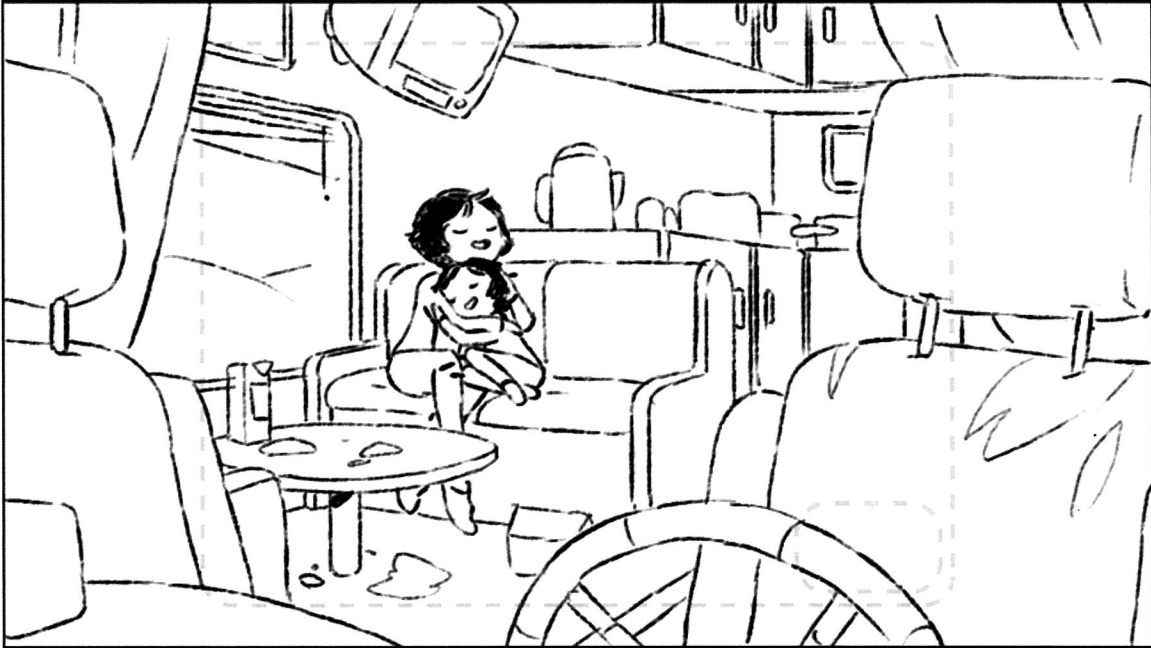
Dialog:	<p><u>MOM</u>: [SINGING] ^ LET'S GO IN THE GARDEN ^</p>
Action:	<p>(SLIGHTLY ROCKING BACK AND FORTH)</p>
Timing:	

1034-213
EPISODE #
Production :

ADVENTURE TIME



Sc. 12 Pnl. F Bg. day night Sc. 13 Pnl. A Bg. day night



Dialog: MOM : [SINGING]
♪ YOU'LL FIND SOMETHING WAITING ♪

MOM + M : ♪ RIGHT THERE WHERE YOU LEFT IT,
LYING UPSIDE-DOWN ♪... —

Action: —MARCELINE JOINS IN.

Timing:

ADVENTURE TIME



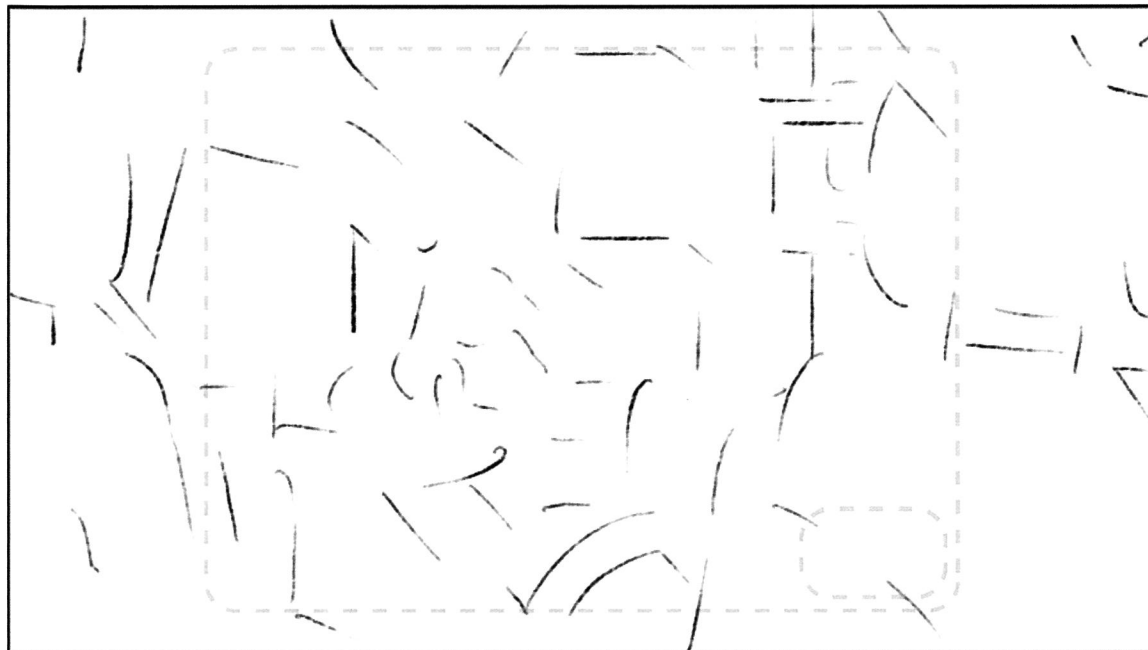
Page 12

Sc. 13

Pnl. B

Bg.

day night

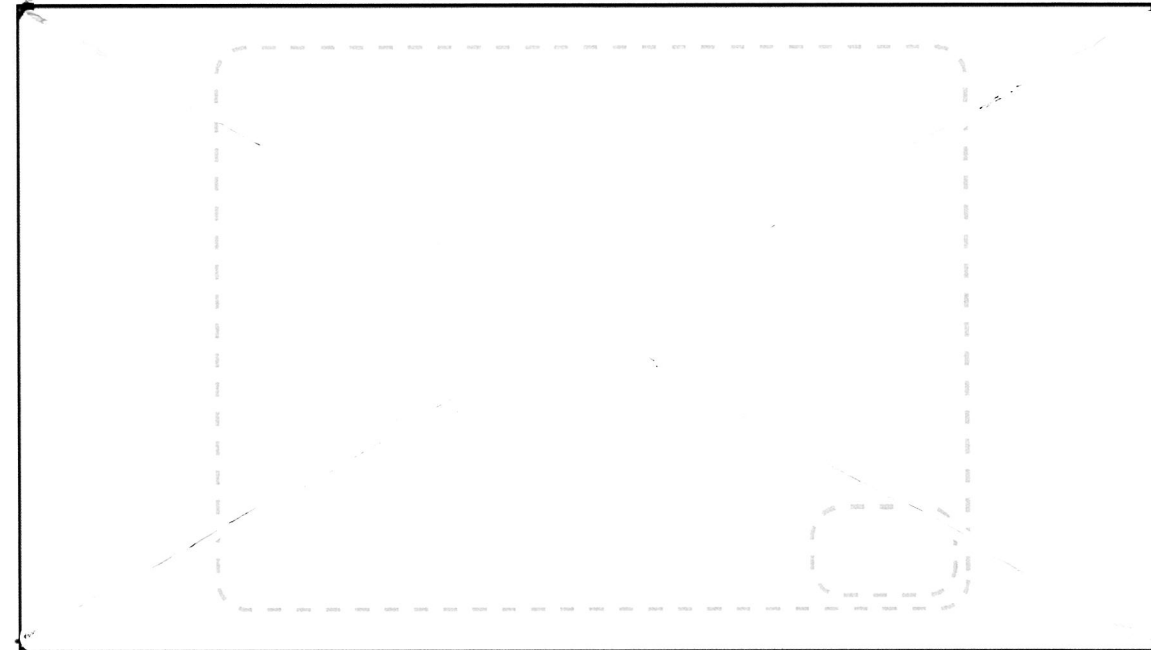


Sc. 13

Pnl. C

Bg.

day night



Dialog:

(SINGING)

M+MOM:

WHEN YOU FINALLY FIND IT,
YOU'LL SEE HOW IT'S FADED...

M+MOM: THE UNDERSIDE IS LIGHTER
WHEN YOU TURN IT AROUND...

Action:

(FADE TO WHITE)

Timing:

EPISODE # 1034-213

Production :

ADVENTURE TIME



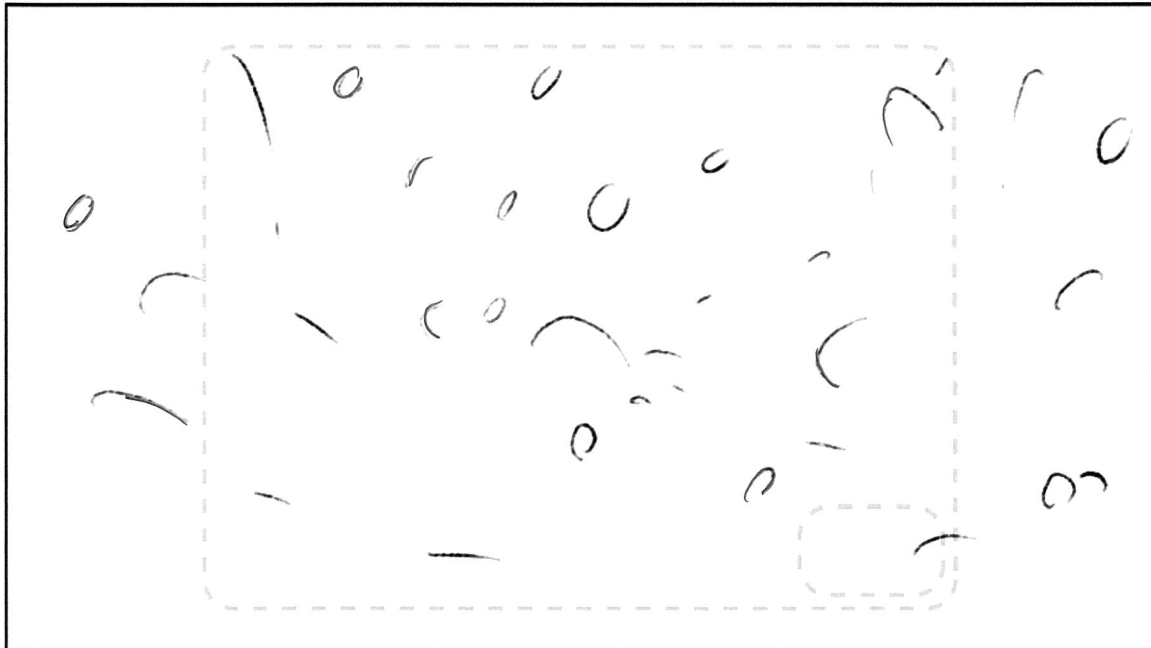
Page 13

Sc. 14

Pnl. A

Bg.

day night



Sc. 14

Pnl. B

Bg.

day night



Dialog:

SIMON: HELLO MARCY...

M: (SINGING) FADES OUT EVERYTHING STAYS ...

Action:

(FADE FROM WHITE)

(SNOW ALL SEQUENCE)

Timing:

SFX: DOG SOUNDS

S: (V/O) I DON'T KNOW IF YOU'LL EVER HEAR THIS MESSAGE...



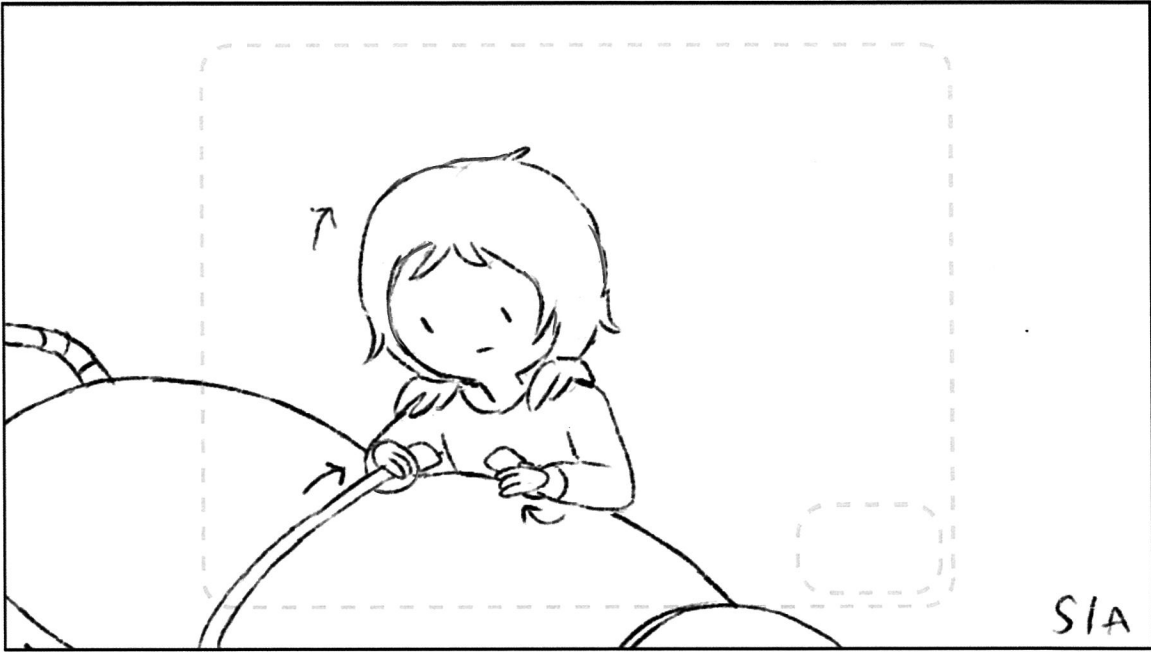
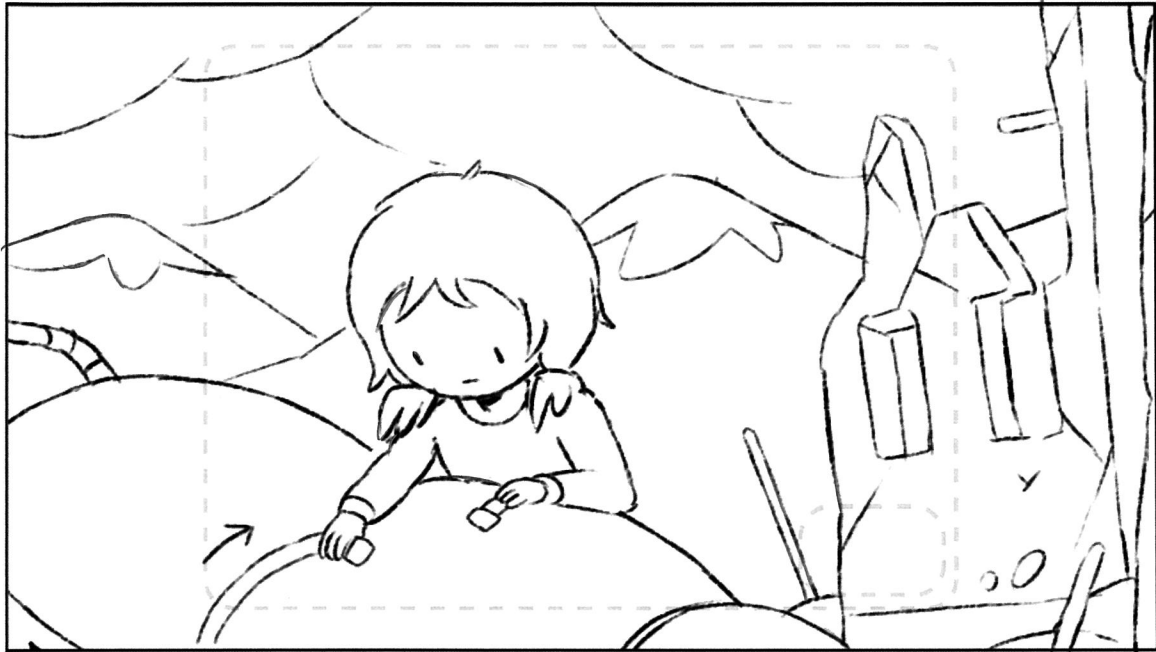
EPISODE # 1034-213

Production :

ADVENTURE TIME



Sc. 15 Pnl. A Bg. day night Sc. 15 Pnl. B Bg. day night



Dialog: S: ^(9/5) THE CROWN HAS COMPLETELY BONDED WITH MY MIND ...

Action:

Timing:

ADVENTURE TIME



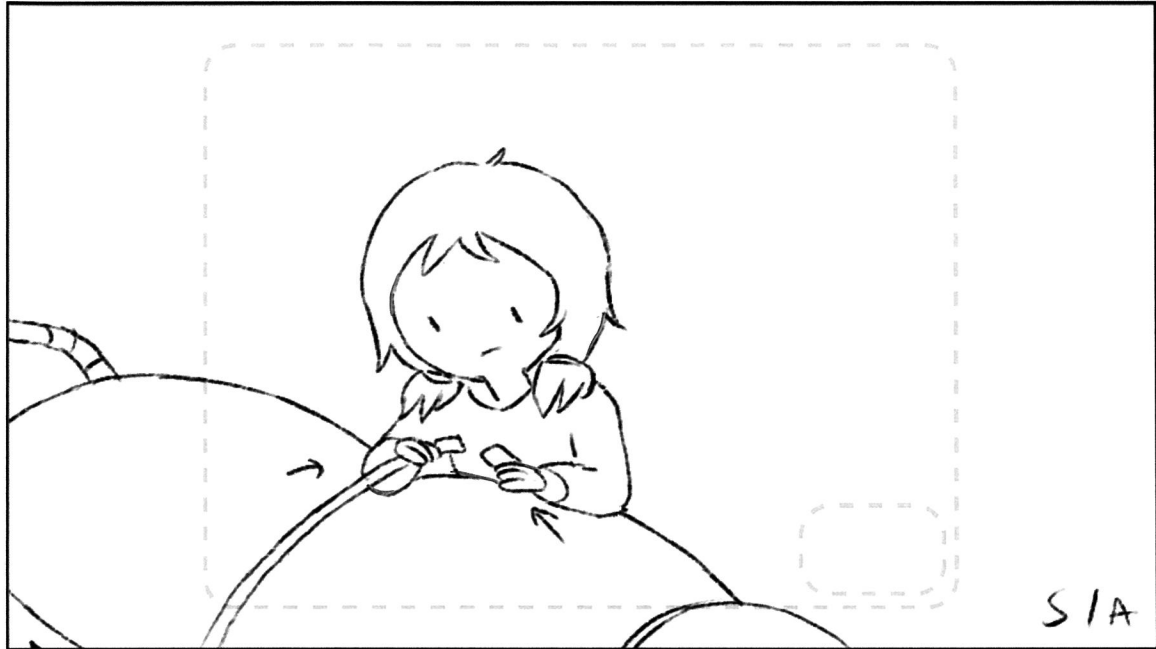
Page 15

Sc. 15

Pnl. C

Bg.

day night

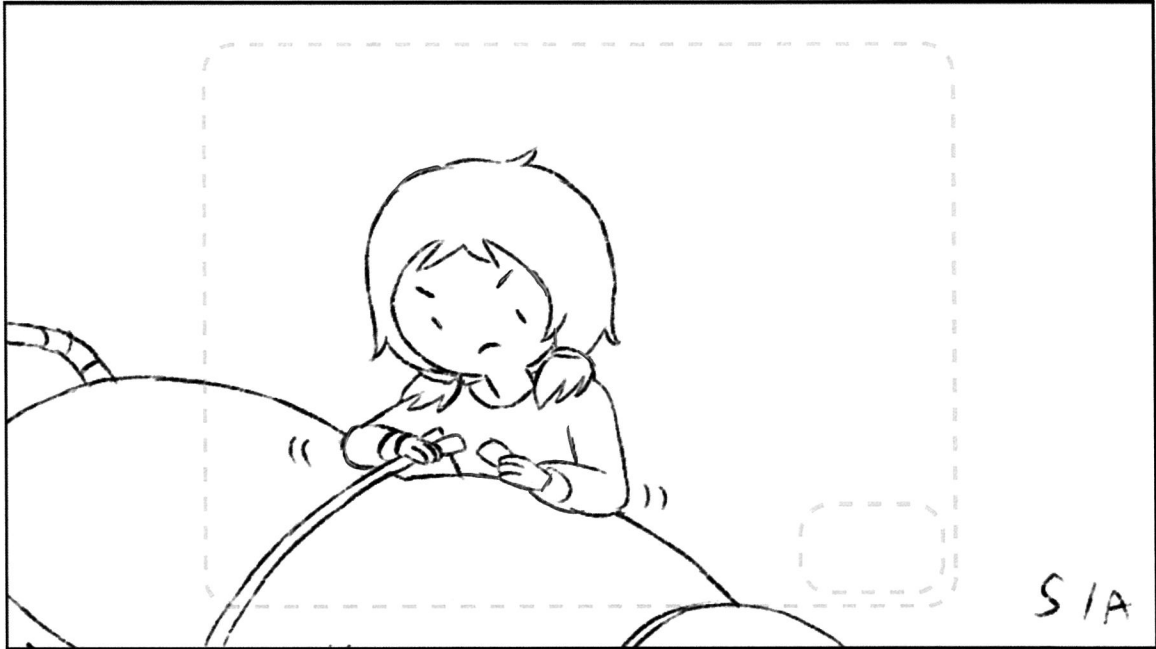


Sc. 15

Pnl. D

Bg.

day night



Dialog: S: ^(9/5) ... AND I FEAR MY THOUGHTS ARE NO LONGER MY OWN...

Action: (MARCY'S ARMS SHAKE AS SHE TRIES TO CONNECT THE STRAPS)

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 15	Pnl. E	Bg.	day night	Sc. 15	Pnl. F	Bg.	day night

Dialog:	<p><u>S</u>: LOOK... JUST WATCH OVER ME... (REUSE FROM HOLLY JOLLY SECRETS PART TWO.)</p>	<p><u>S</u>: UNTIL I CAN FIND MY WAY OUT OF THIS —</p>
Action:	<p>SFX: CLICK !</p>	
Timing:		

ADVENTURE TIME



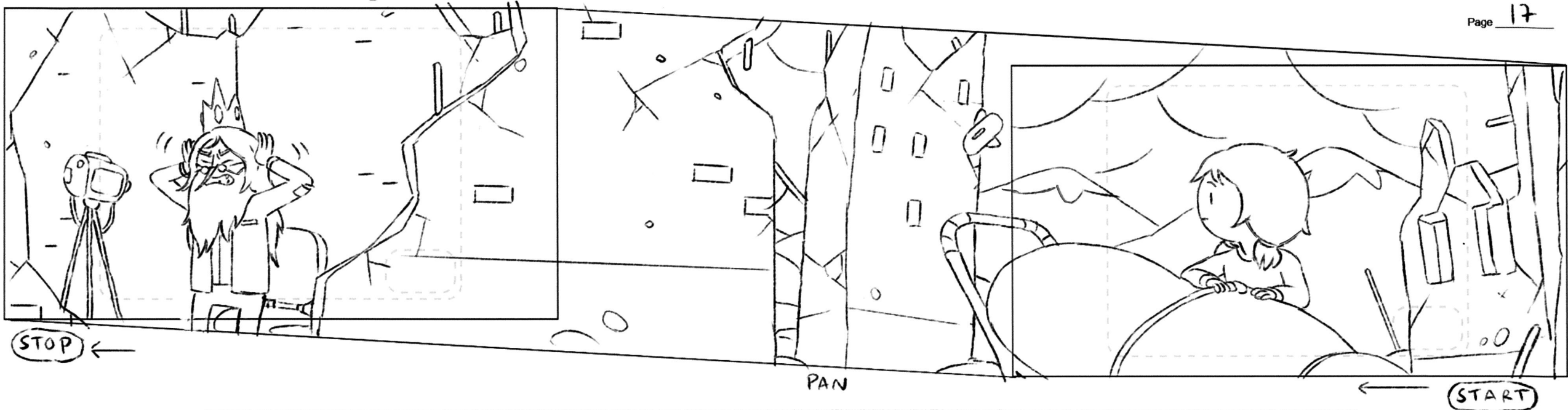
Sc. 15



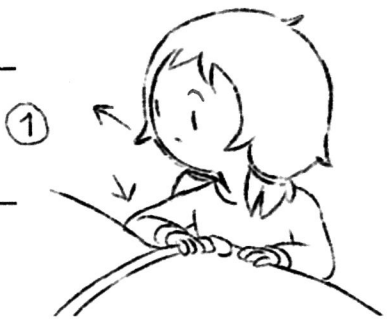
Pnl. G

Bg.

day night

Page 17



Dialog:	<u>S</u> : LABYRINTH IN MY BRAIN —		<u>S</u> : AND REGAIN MY SANITY !
Action:			
Timing:	<p>- PAN LEFT TO SIMON TAPING HIMSELF.</p>		

Production :

ADVENTURE TIME



Sc. 15	Pnl. H	Bg.	day night	Sc. 15	Pnl. I	Bg.	day night

Dialog:	<u>S</u> : AND THEN MAYBE BETTY, MY PRINCESS —
Action:	- SIMON SITS DOWN
Timing:	

ADVENTURE TIME

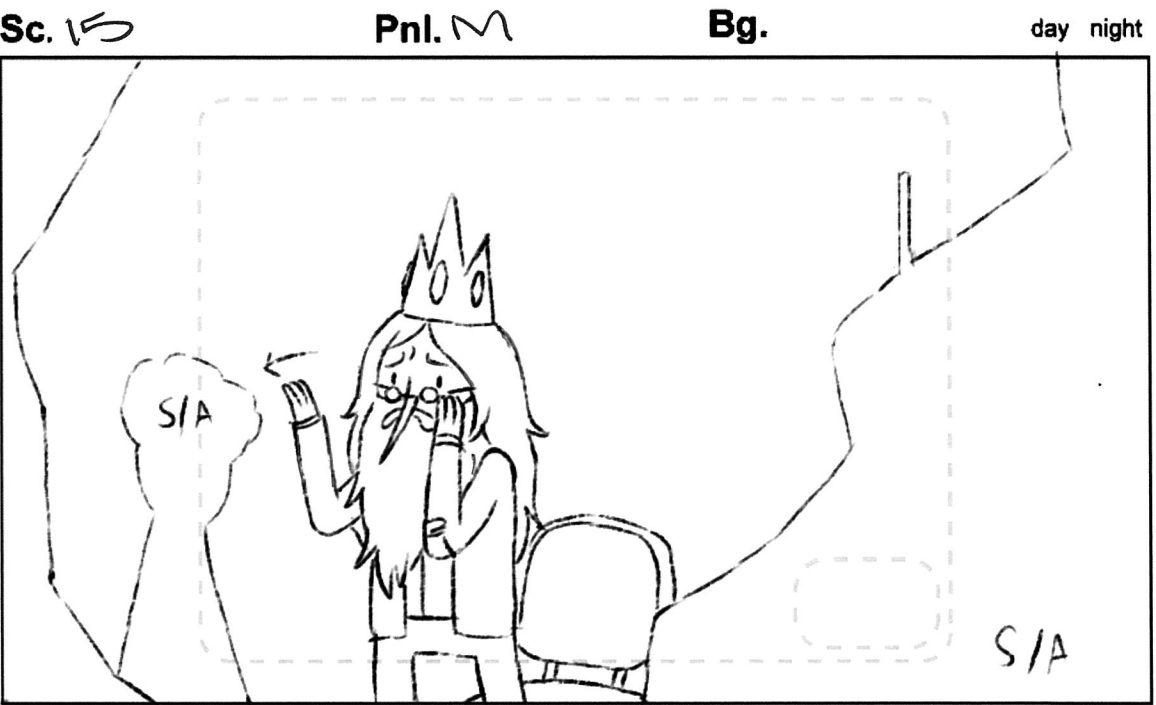
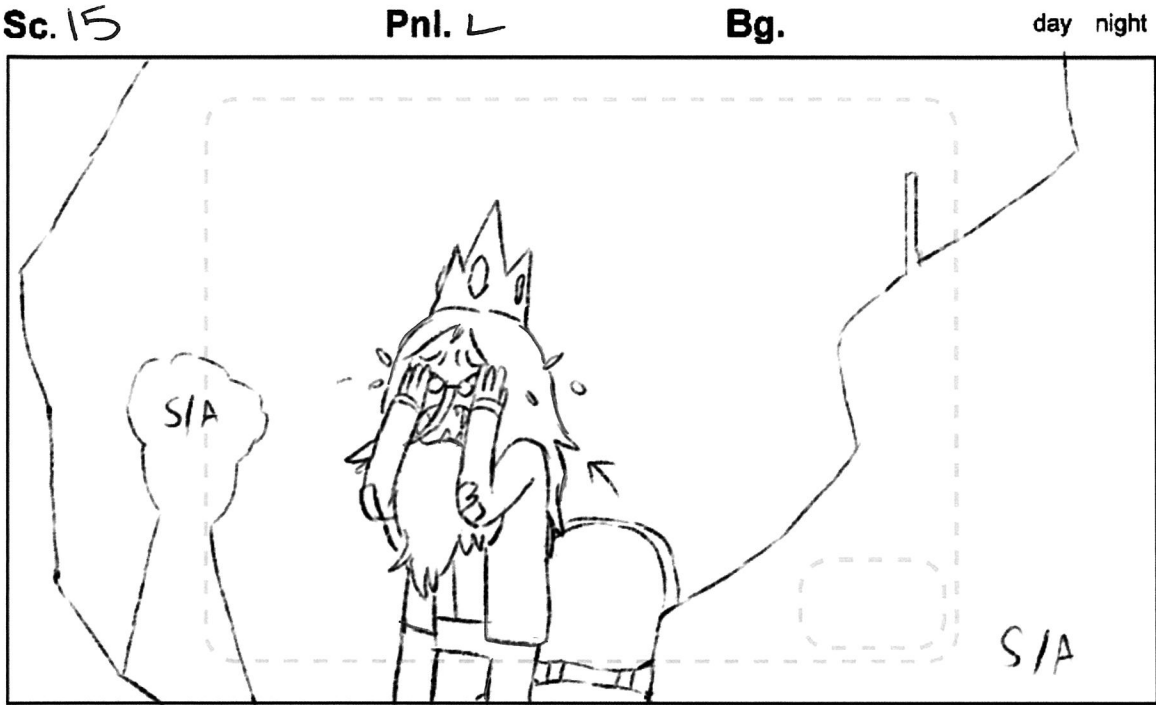


Sc. 15	Pnl. J	Bg.	day night	Sc. 15	Pnl. K	Bg.	day night

Dialog:	<u>S:</u> ... MAYBE YOU WILL LOVE ME AGAIN ...	<u>S:</u> PLEASE LOVE ME AGAIN BETTY !!!
Action:		
Timing:		

1034-213
EPISODE #
Production :

ADVENTURE TIME



Dialog: S: [SOBBING] —————>

Action: - SIMON STANDS

Timing:

ADVENTURE TIME



Sc. 15 Pnl. N Bg. day night

S/A

Sc. 15 Pnl. O Bg. day night

S/A

Dialog: I.K : OKAYBYE!

Action: - SIMON ABRUPTLY SLIPS BACK INTO "ICE KING" PERSONA.

Timing:

SFX: *CHKK*

① ②

I.K CLICKS ON CAMERA - VHS - POCKET POPS OPEN

ADVENTURE TIME



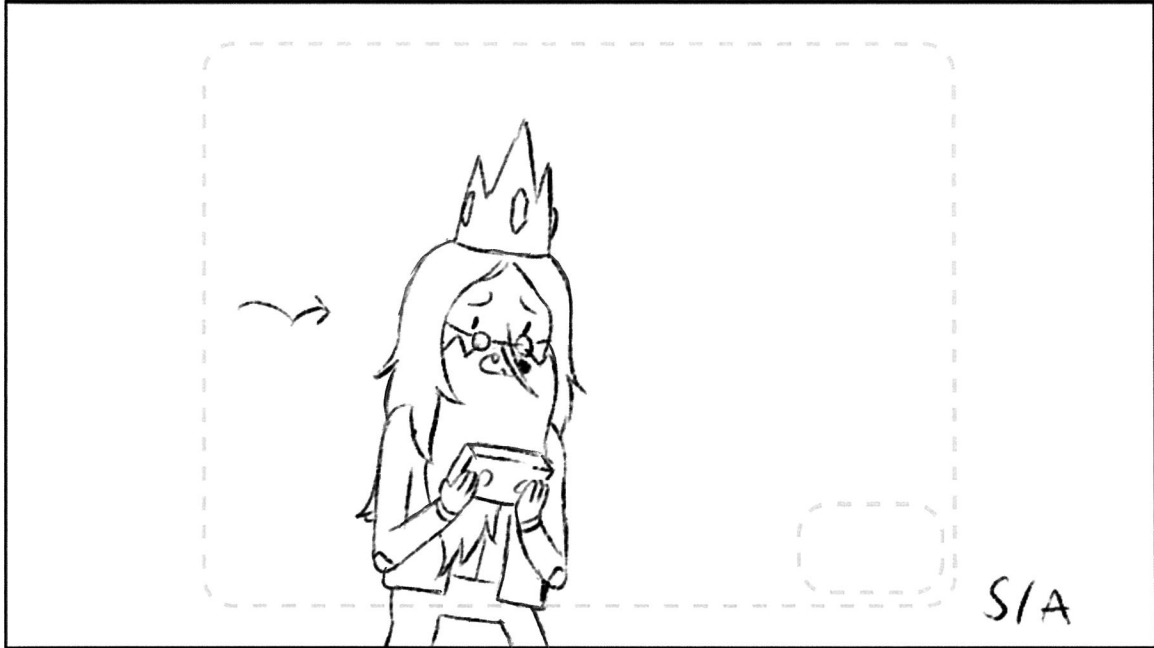
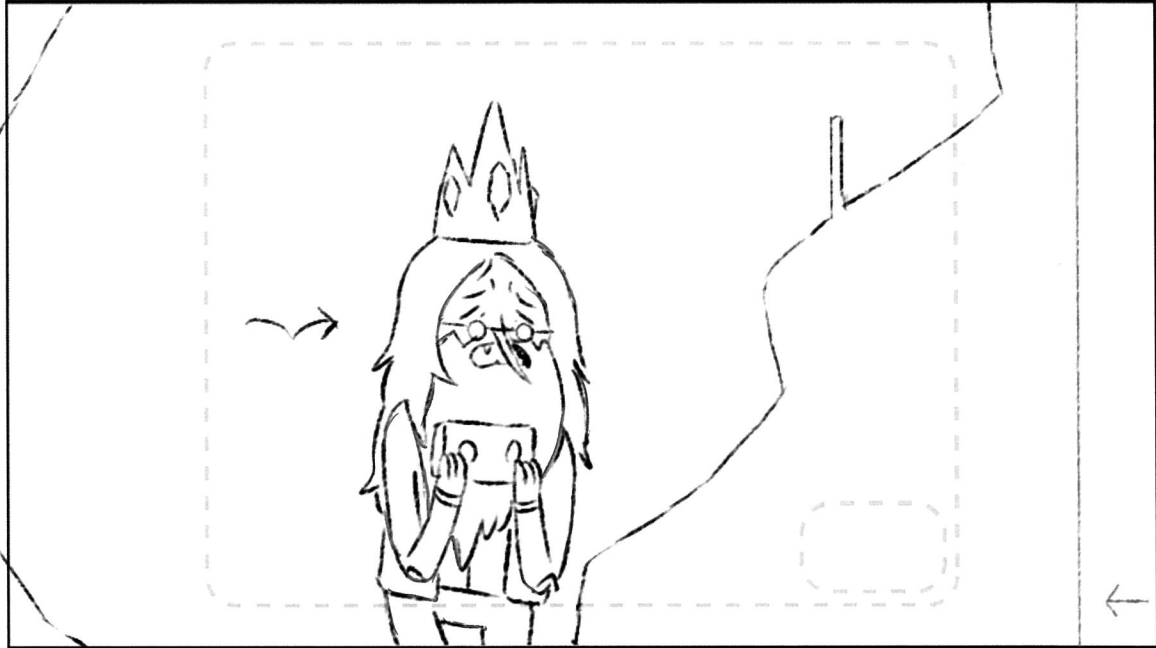
Sc. 15	Pnl. P	Bg.	day night	Sc. 15	Pnl. Q	Bg.	day night

Dialog:		
Action:	-SIMON TAKES TAPE.	- SIMON PUSHES CAMERA OVER.
Timing:		

SFX: * KLAK *

ADVENTURE TIME



Sc. 15	Pnl. R	Bg.	day night	Sc. 15	Pnl. S	Bg.	day night
							

Dialog: S: [SIGH]
Action: - ADJ. BACKGROUND. AS S. WALKS FORWARD
Timing:

ADVENTURE TIME



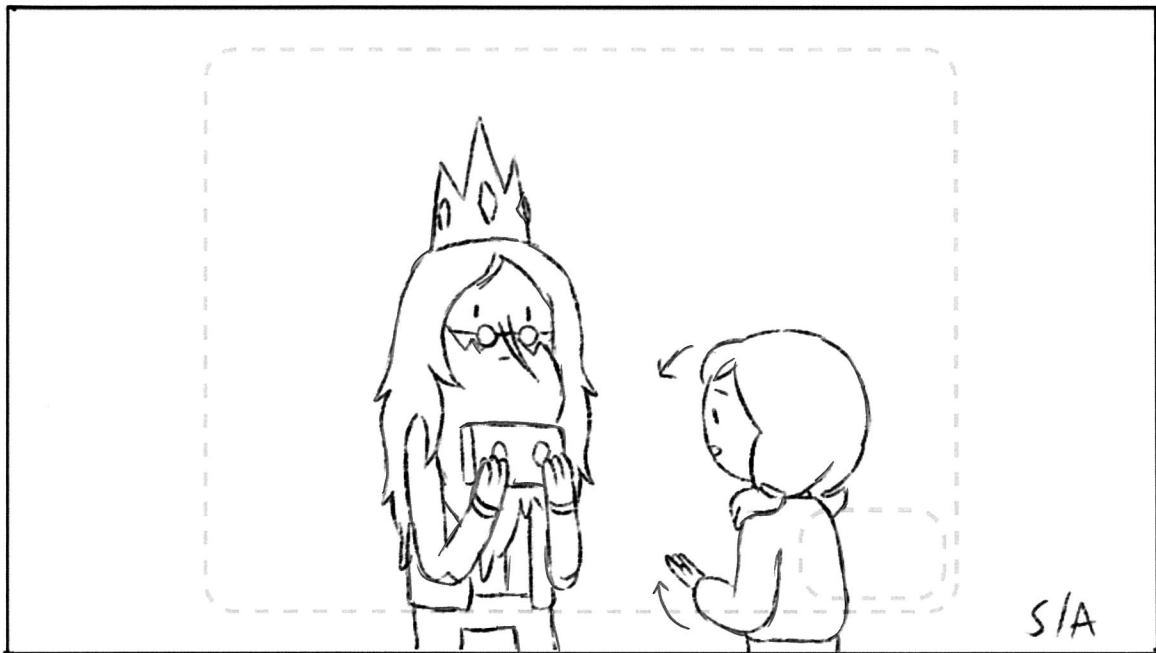
Sc. 15	Pnl. T	Bg.	day night	Sc. 15	Pnl. U	Bg.	day night

Dialog:	M: HEY SIMON...	M: I, UH, FINISHED PACKING YOUR GEAR...
Action:	- ADJ. BACKGROUND - M. WALKS QN/S.	- M. TURNS.
Timing:		

ADVENTURE TIME



Sc. 15 Pnl. V Bg. day night Sc. 15 Pnl. W Bg. day night



Dialog: M: SO CAN I HAVE MY TAPE NOW? I.K: WHAT NO!

Action: -I.K IS SUDDENLY SURPRISED.

Timing:

ADVENTURE TIME

Sc. 15

PNL. X

BG.

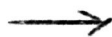
day night

Page 26

day night



(START)



ADJ. / PAN

(STOP)

Dialog:

I.K.: THIS IS PRIVATE, SILLY

Action:

- SIMON WALKS PAST M.
- CAMERA FOLLOWS SIMON/I.K. MARCY WATCHES

Timing:

EPISODE # 1034-213

Production :

ADVENTURE TIME

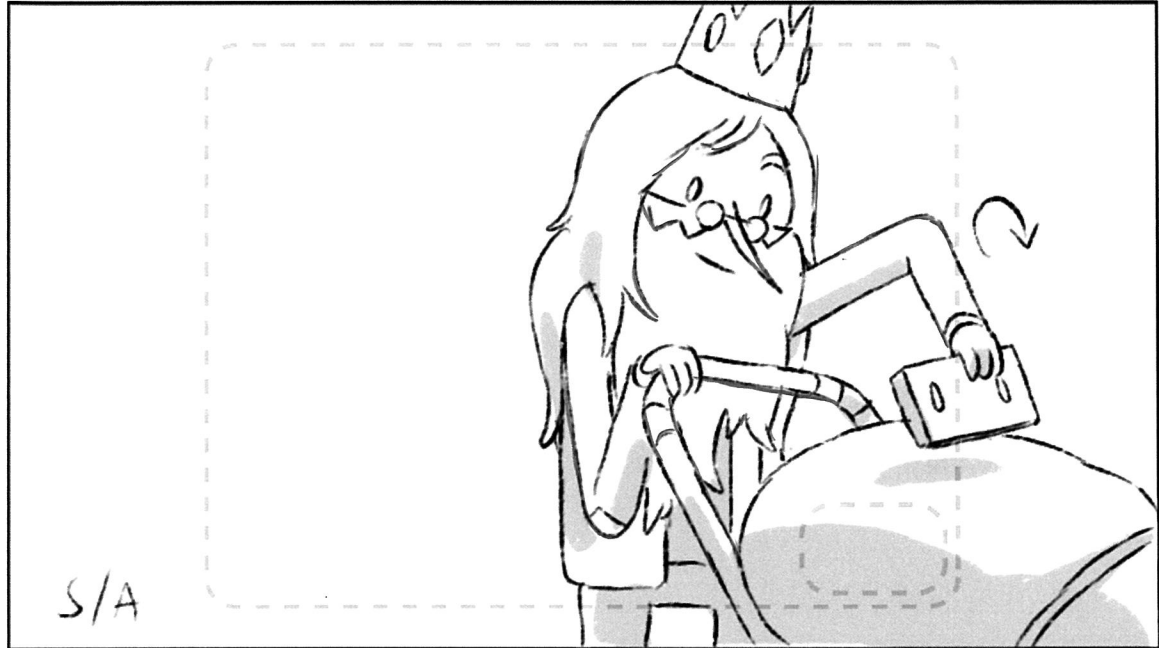


Sc. 15

Pnl. Y

Bg.

day night



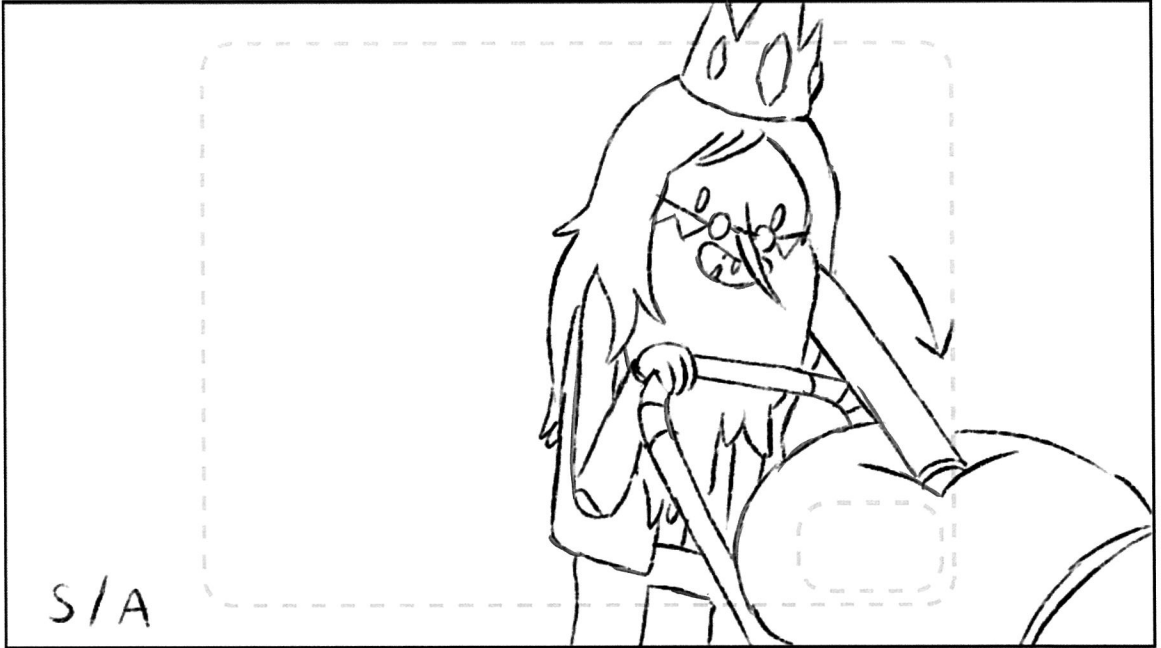
S/A

Sc. 15

Pnl. Z

Bg.

day night



S/A

Dialog:

I.K.: THERE YOU GO! SNUG AS
A BUG

Action:

- SIMON TUCKS TAPE INTO LUGGAGE

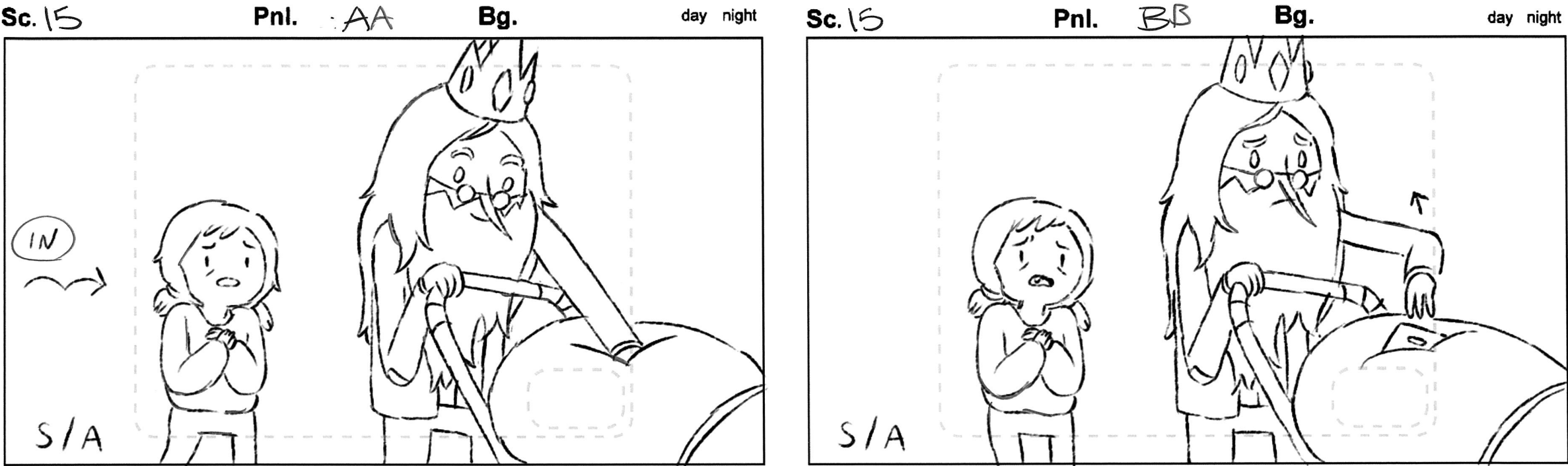
Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Dialog:	<u>M</u> : SERIOUSLY, SIMON PLEASE DON'T GO.	<u>M</u> : DON'T LEAVE ME.
Action:	-M. WALKS ON/S.	
Timing:		

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 15

Pnl. ZC

Bg.

day night

S/A

Sc. 16

Pnl. A

Bg.

day night

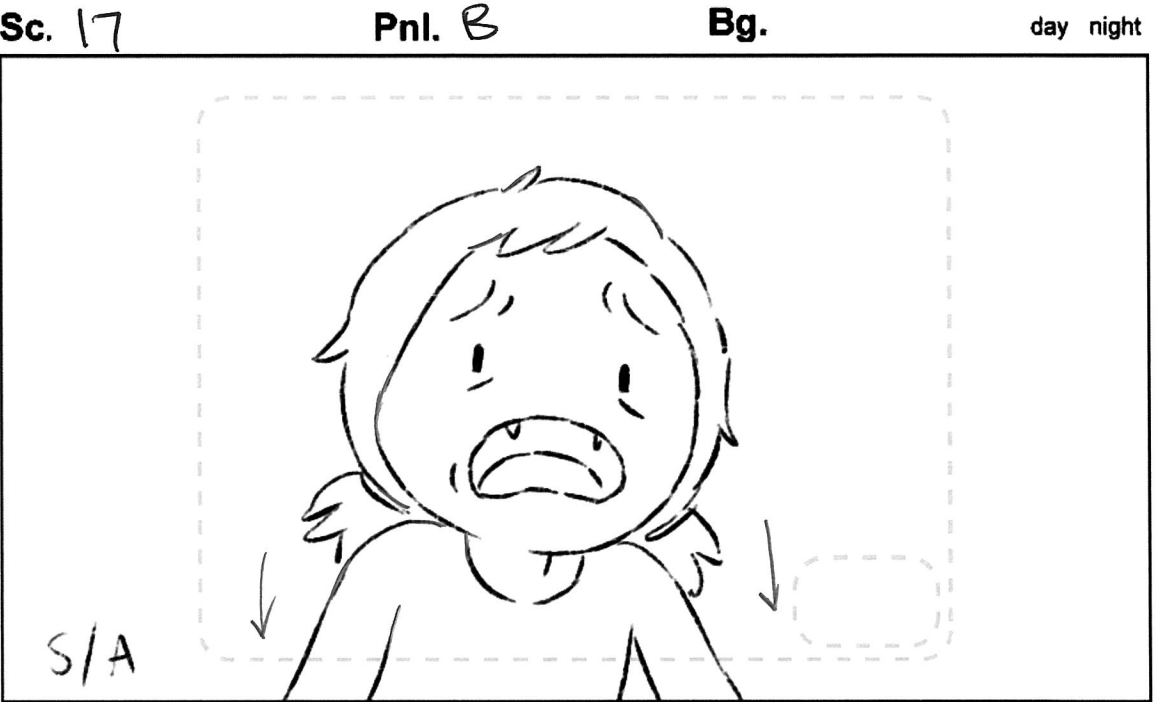
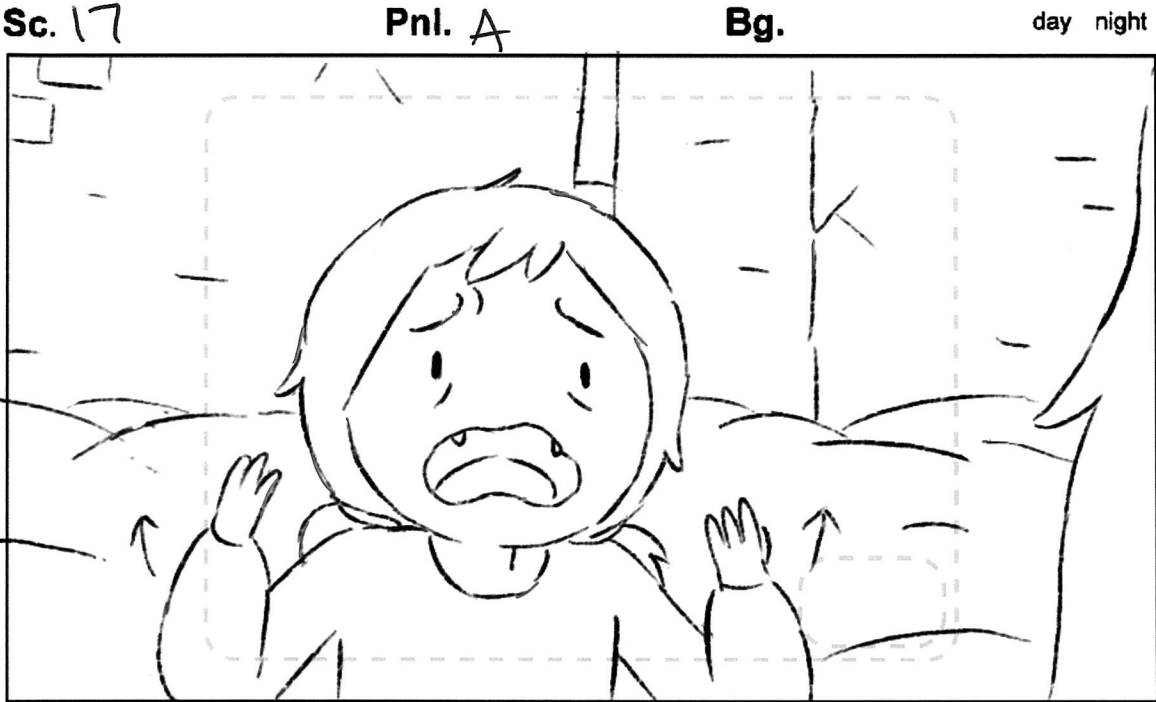
Dialog:	S: ...I ...I HAVE TO PROTECT YOU.
Action:	
Timing:	

1034-213

EPISODE #

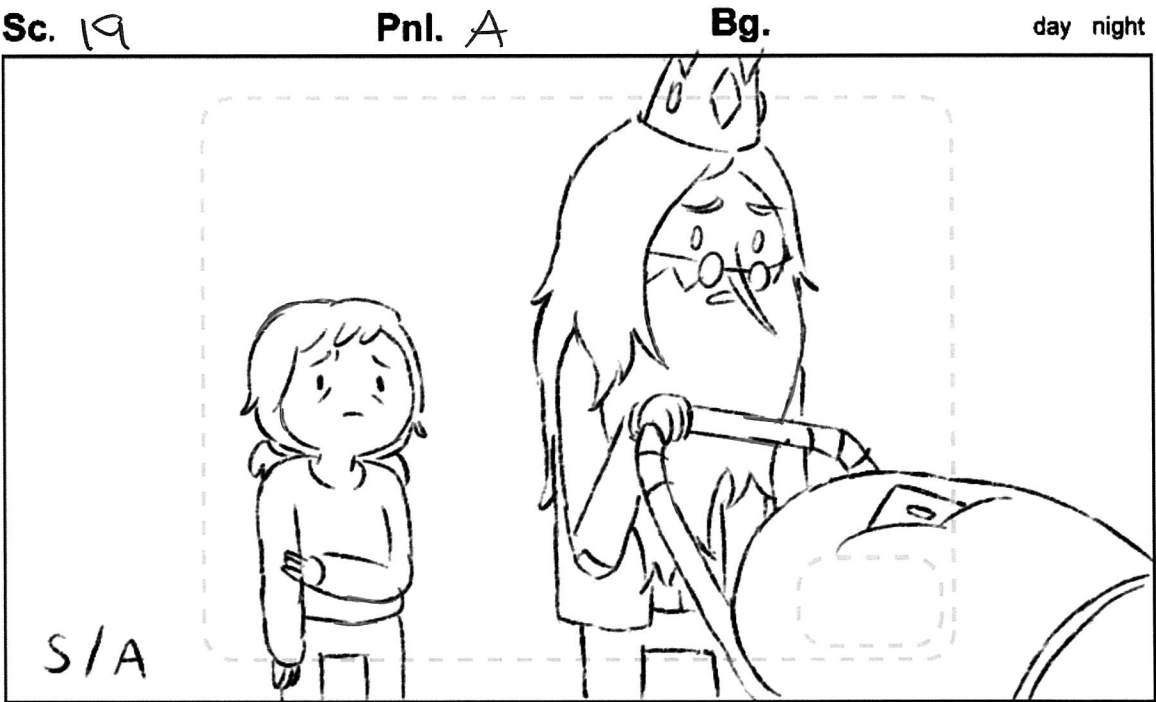
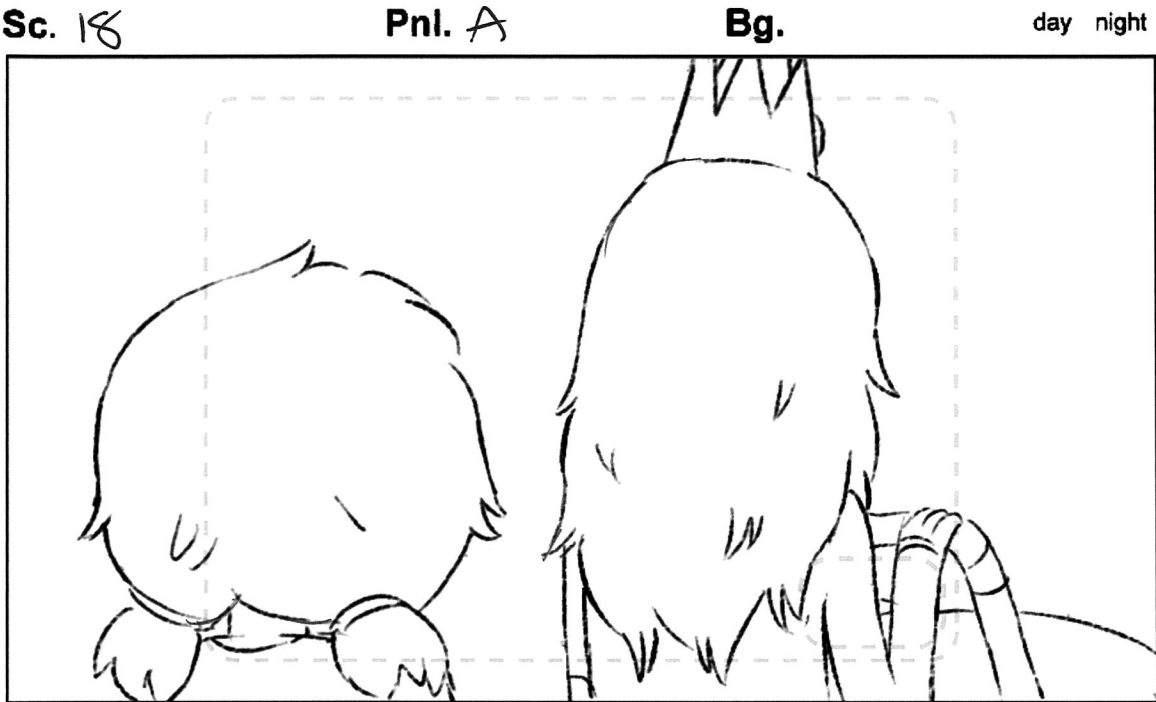
Production :

ADVENTURE TIME



Dialog:	<u>M</u> : HOW CAN YOU PROTECT ME —	<u>M</u> : — IF YOU'RE NOT EVEN <u>HERE</u>
Action:	<p>①</p>	
Timing:		

ADVENTURE TIME



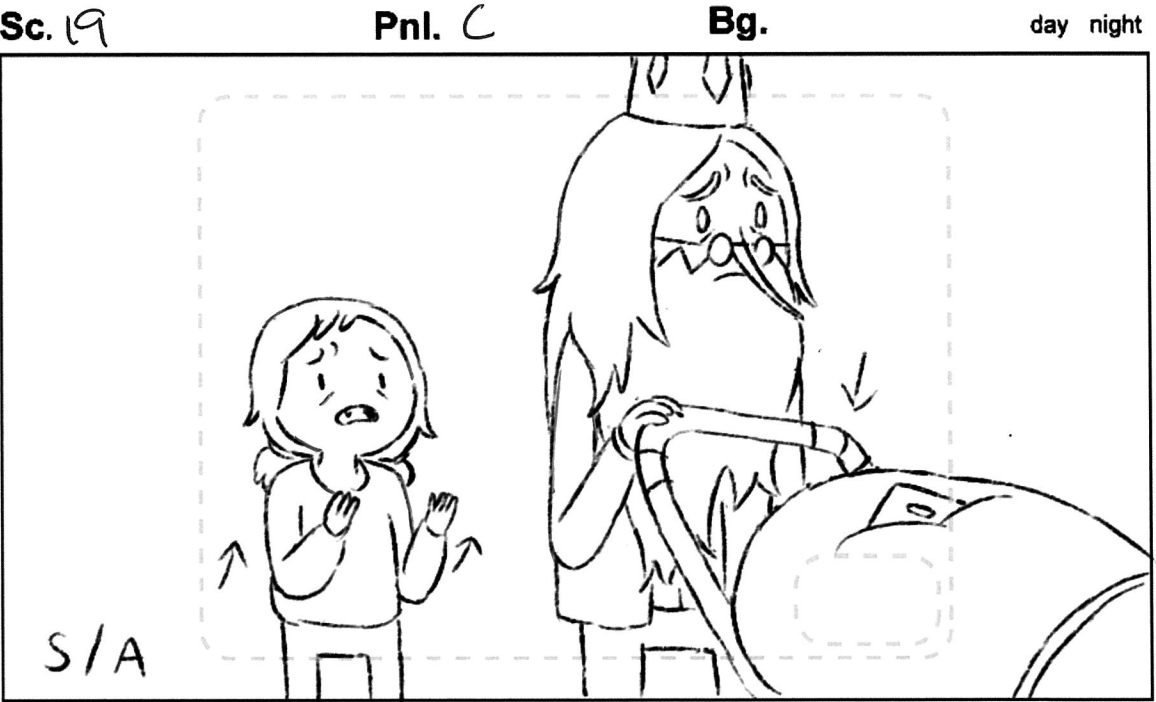
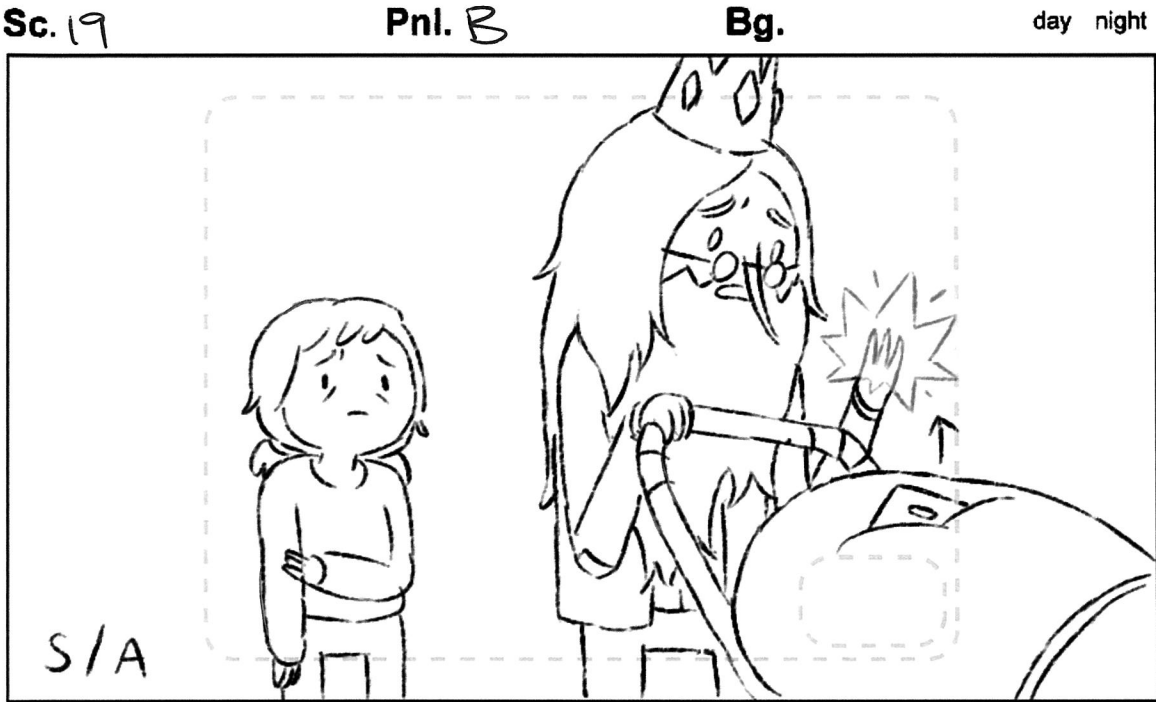
Dialog: S: I'LL ARRANGE FOR SOMONE TO COME TAKE CARE OF YOU
(ALT) I'LL ARRANGE FOR SOMEONE TO LOOK AFTER YOU...

S: ... AND I'LL ... —

Action:

Timing:

ADVENTURE TIME



Dialog:

S: I'LL MAKE SURE HE DOESN'T LEAVE.

M: PLEASE SIMON, I CAN HELP YOU WITH THIS!

Action:

- IK POWERS UP ICE MAGIC (A)

- MAGIC FADES AS HAND GOES DOWN (1)

Timing:

ADVENTURE TIME



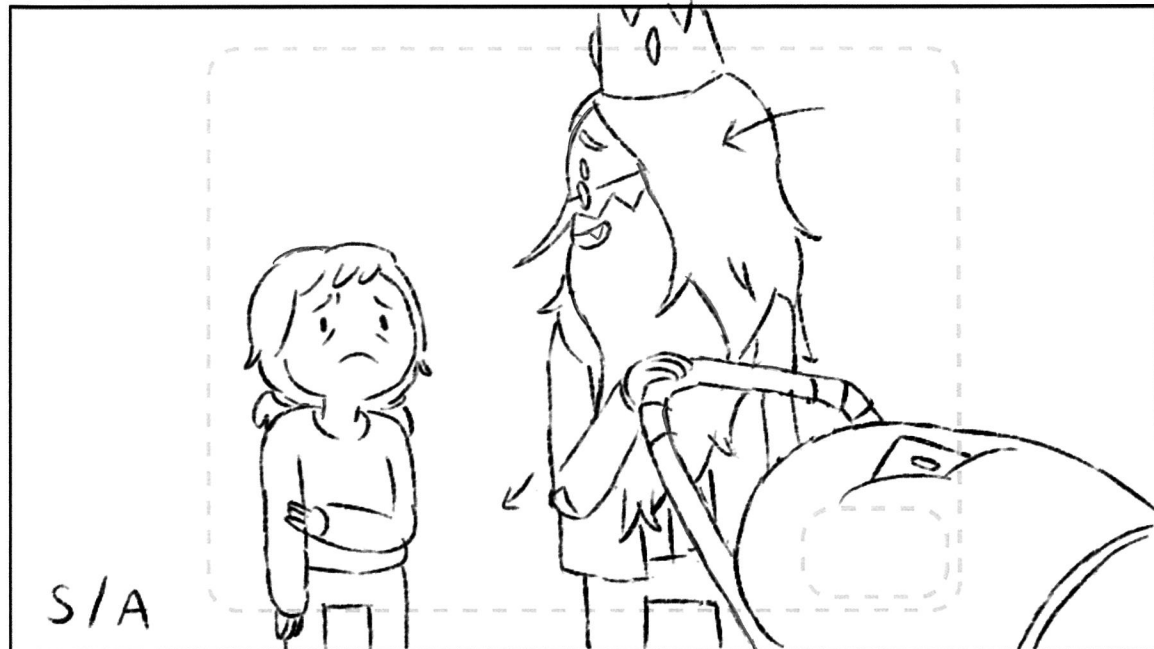
Page 33

Sc. 19

Pnl. D

Bg.

day night

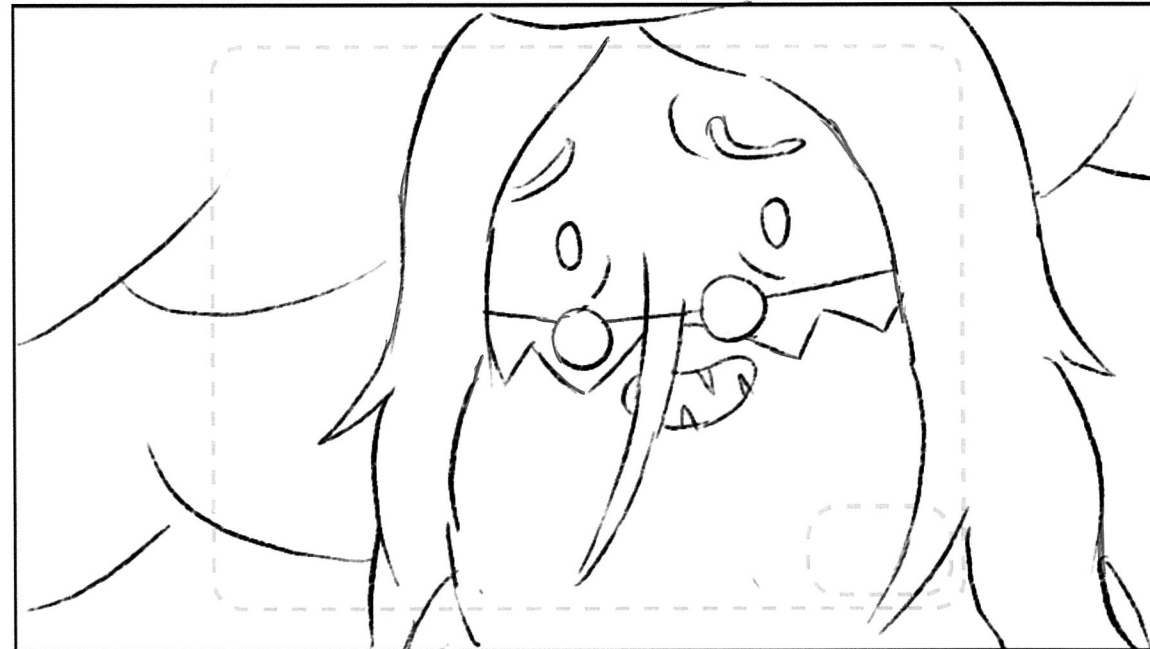


Sc. 20

Pnl. A

Bg.

day night



Dialog:

S: YEAH...

S: MAYBE ONE DAY
YOU WILL...

Action:

Timing:

EPISODE # 1034-213

Production :

ADVENTURE TIME



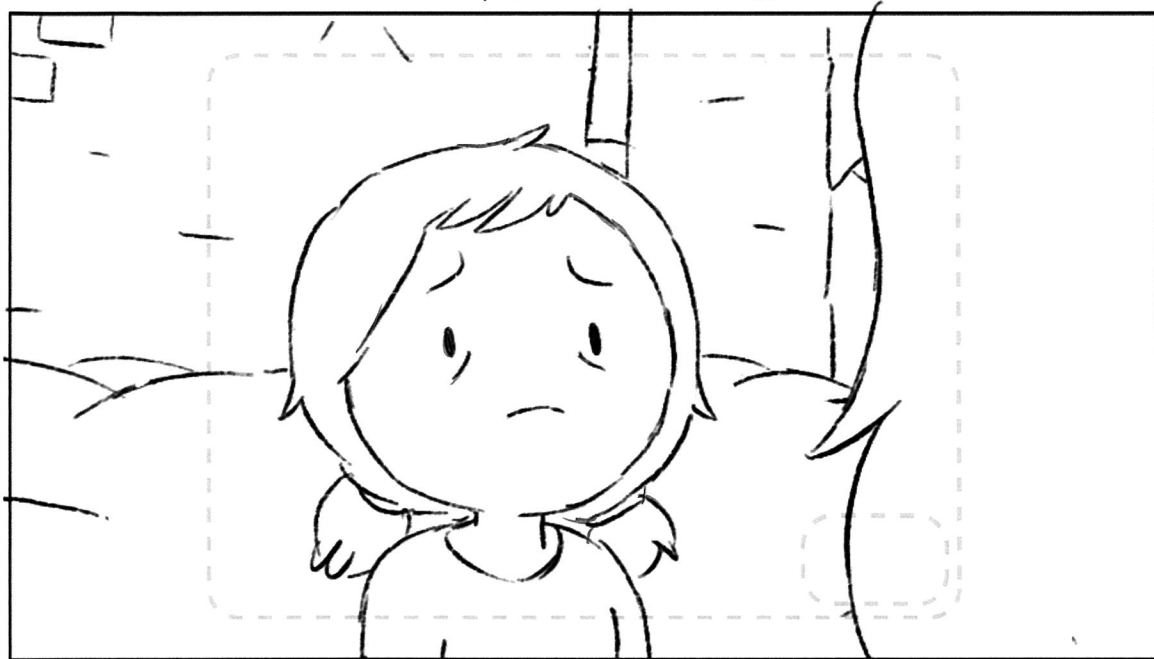
Page 34

Sc. 21

Pnl. A

Bg.

day night

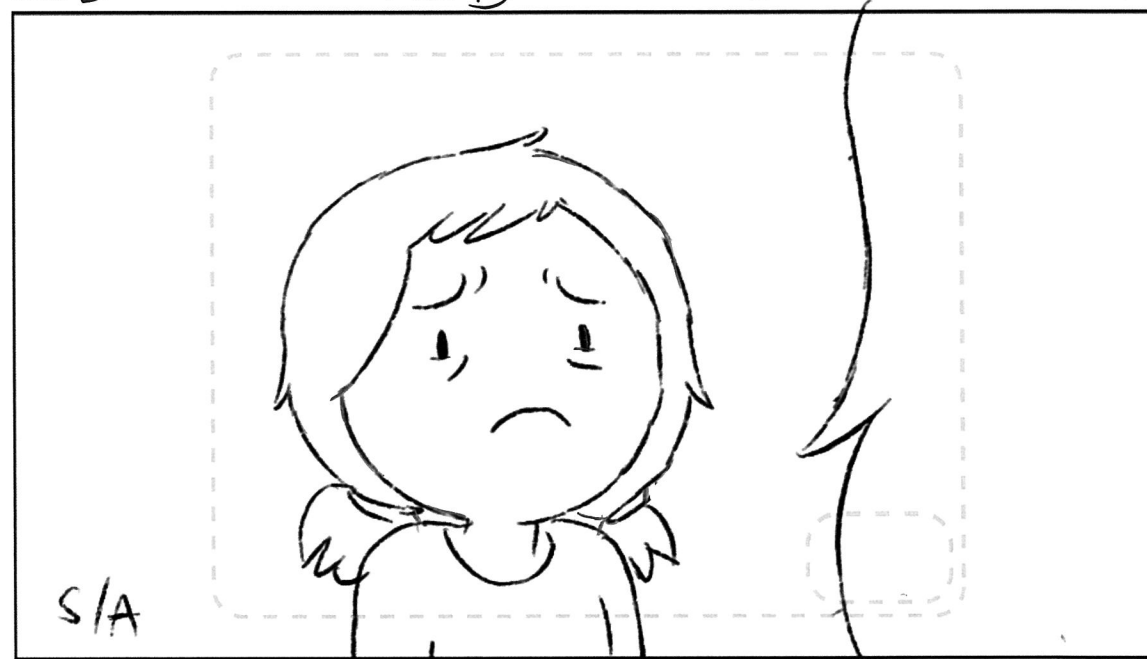


Sc. 21

Pnl. B

Bg.

day night



Dialog:

S: BUT UNTIL THEN YOU
HAVE TO STAY BRAVE.

S: AND STRONG.

Action:

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME

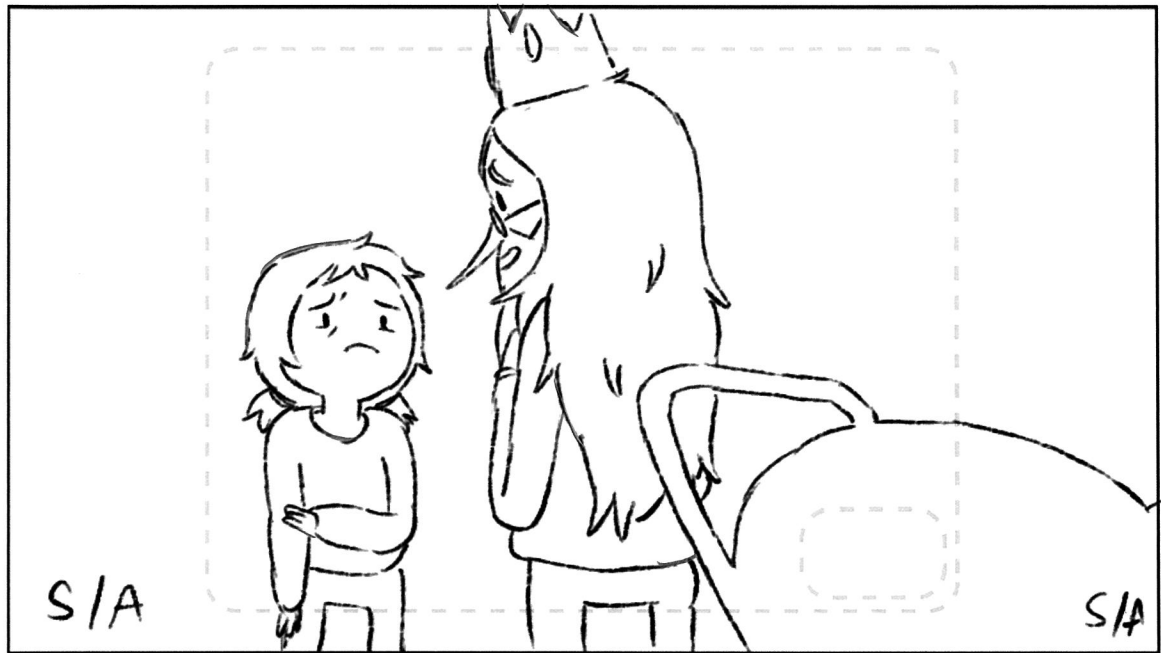


Sc. 22

Pnl. A

Bg.

day night

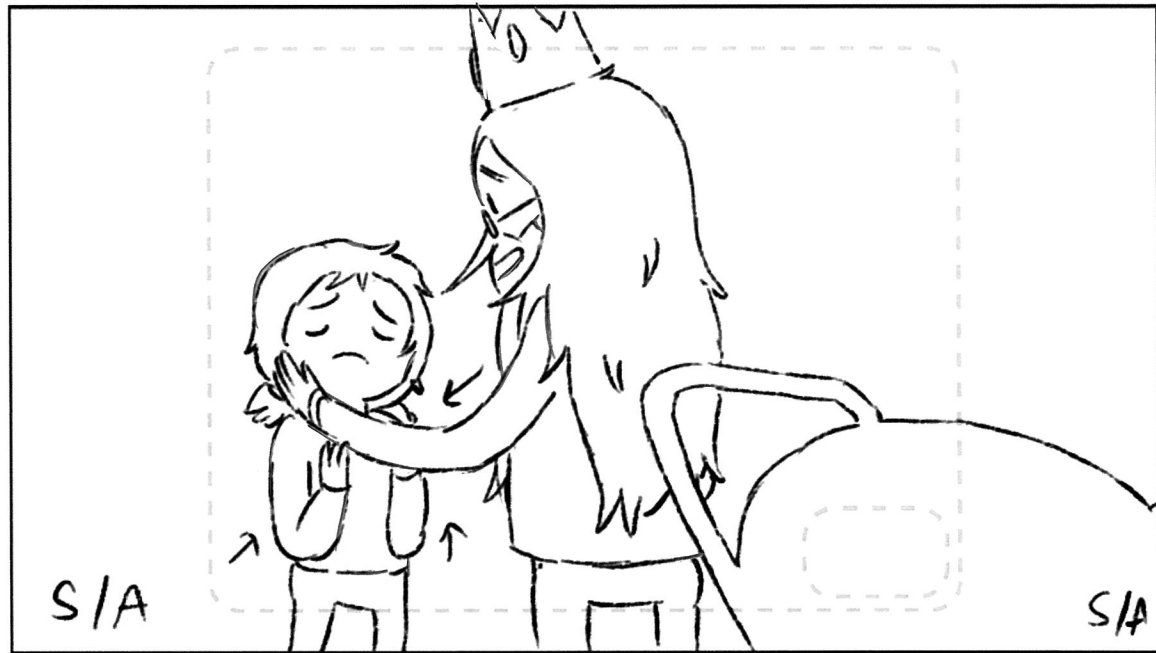


Sc. 22

Pnl. B

Bg.

day night



Dialog:	→	<u>S</u> : MY FEARLESS MARCELINE.
Action:		
Timing:		

EPISODE # 1034-213
Production :

clouds

ADVENTURE TIME



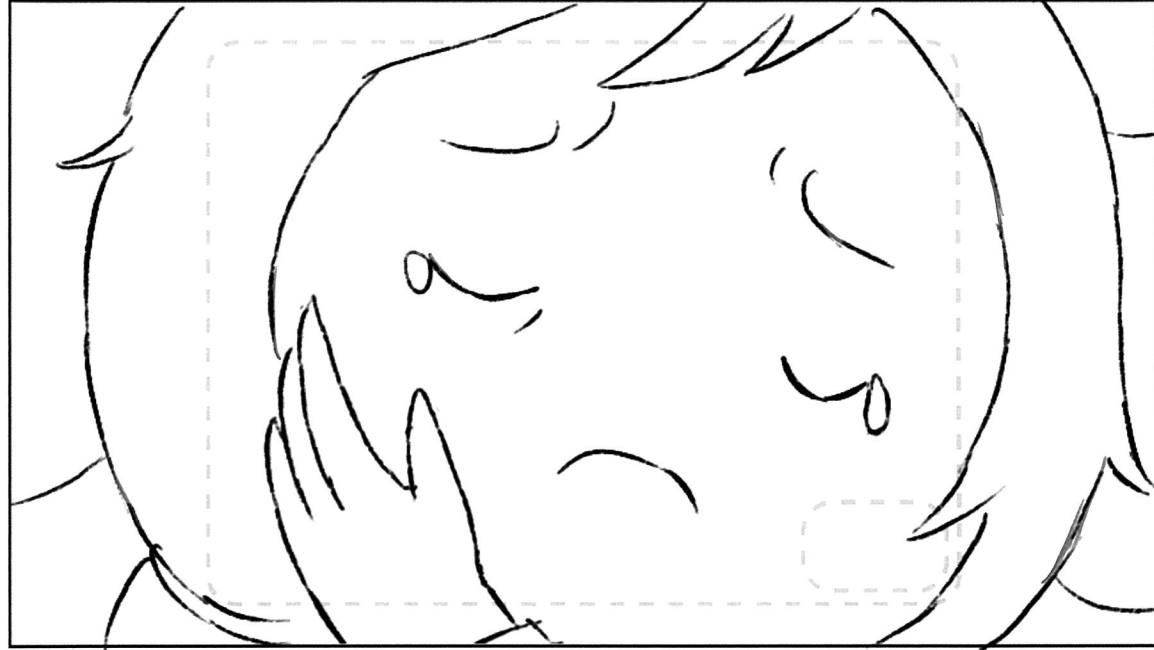
Page 36

Sc. ↓ 23

Pnl. A

Bg.

day night

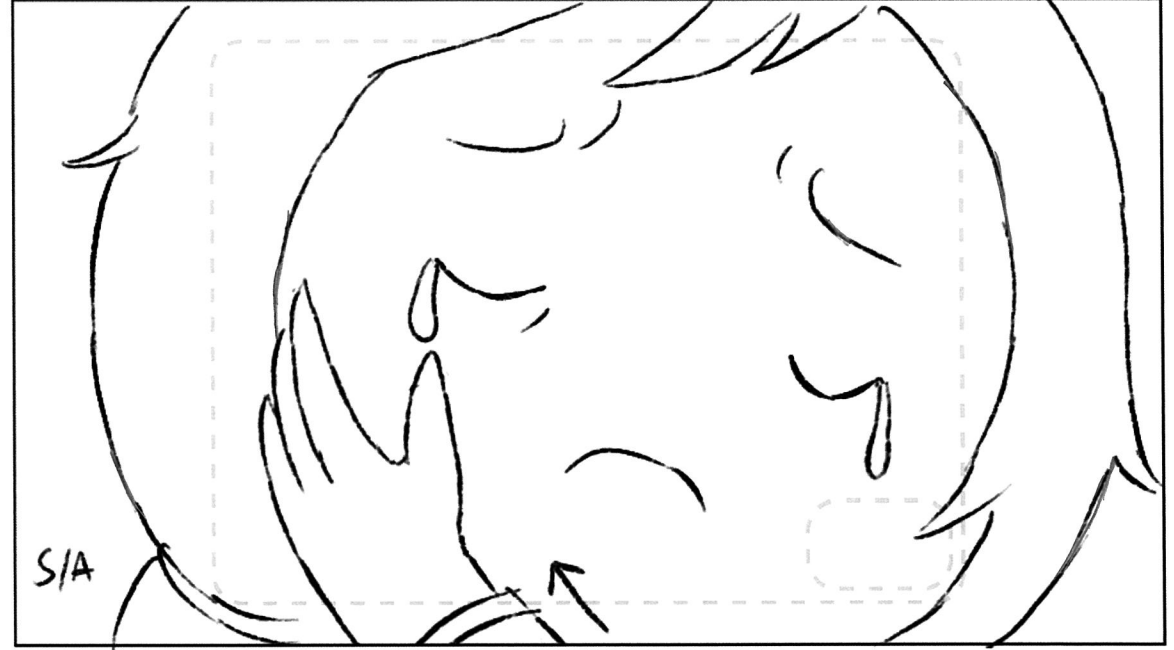


Sc. 23

Pnl. B

Bg.

day night



Dialog:

Action:

-M. TEARS UP

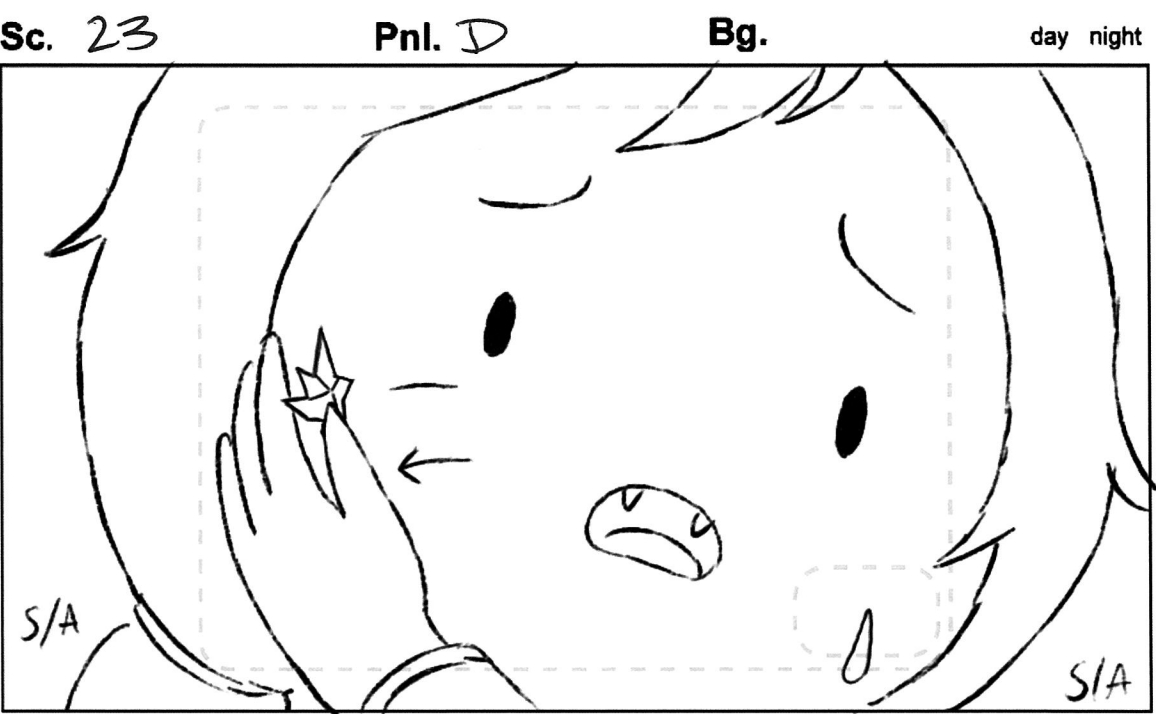
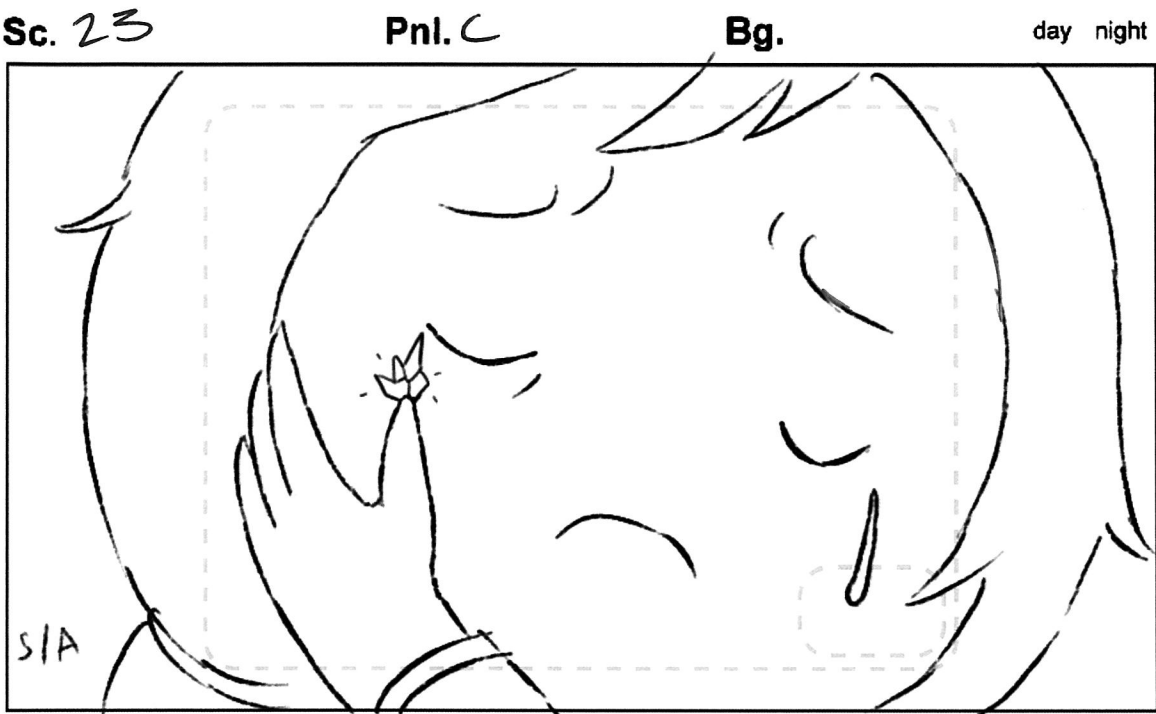
Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Dialog:	SFX: *ICY-CRYSTAL SOUND.*	M: OUCH!
Action:	(TEAR TURNS TO ICE-FLAKE)	(SCRATCH MARCY)
Timing:		

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ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night Sc. 24 Pnl. B Bg. day night



Dialog:	<u>S</u> : Y' SEE?	
Action:	- SIMON WINCES	- S. WITHDRAWS HAND.
Timing:		

EPISODE # 1034-213
Production :

ADVENTURE TIME



Sc. 24	Pnl. C	Bg.	day night	Sc. 24	Pnl. D	Bg.	day night

Dialog:	<u>S:</u> I HAVE TO GO NOW →	
Action:	<div style="display: flex; align-items: center;"><div style="margin-right: 20px;"><p>(A) </p><p>(B) </p></div><div><p>SPARKS CHANGE.</p></div></div>	
Timing:		

ADVENTURE TIME

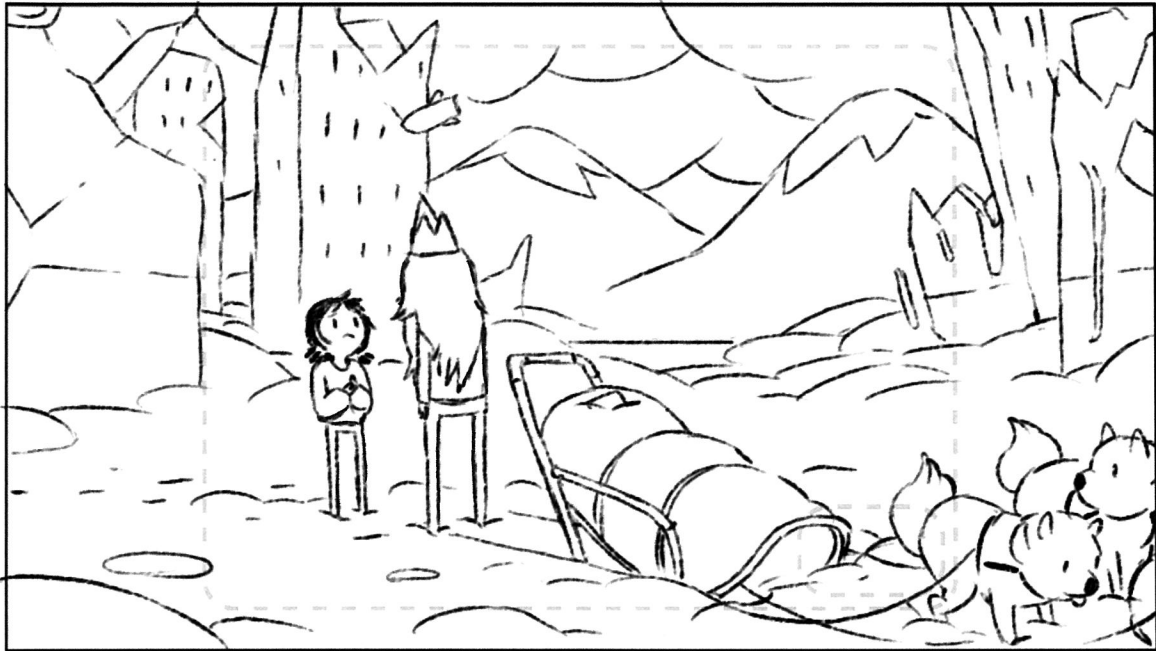


Sc. 23

Pnl. A

Bg.

day night

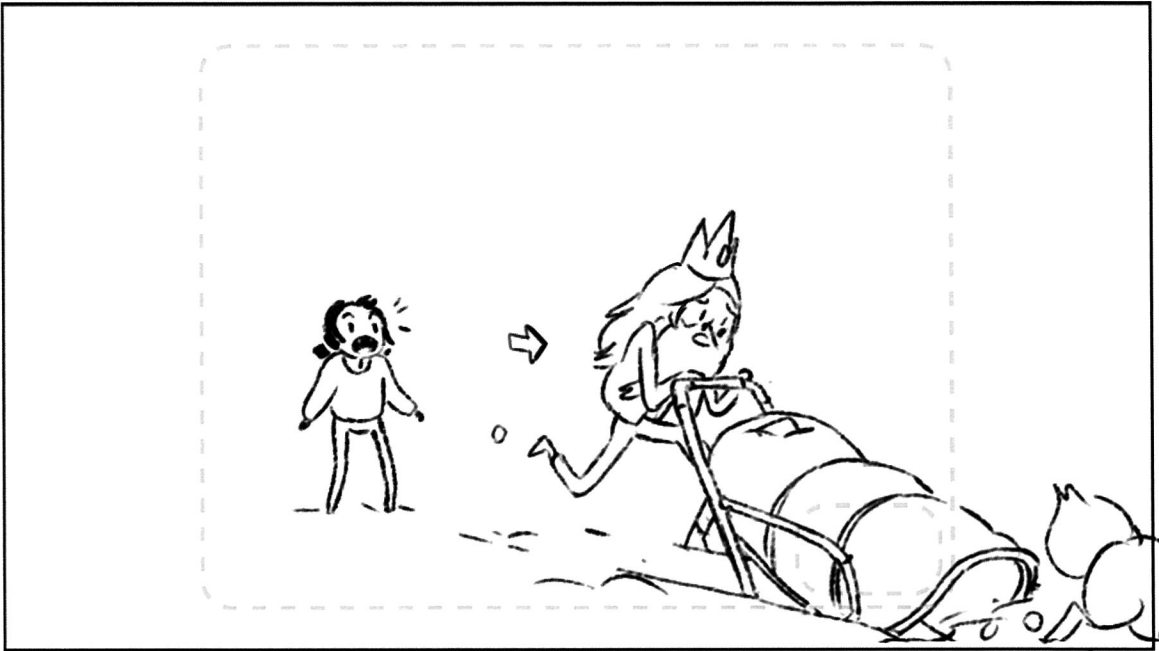


Sc. 25

Pnl. B

Bg.

day night



Dialog:	<u>S</u> : GOODBYE MARCY!		<u>M</u> : WHAT? No!	
Action:				
Timing:				

- S. QUICKLY JUMPS ON SLED.

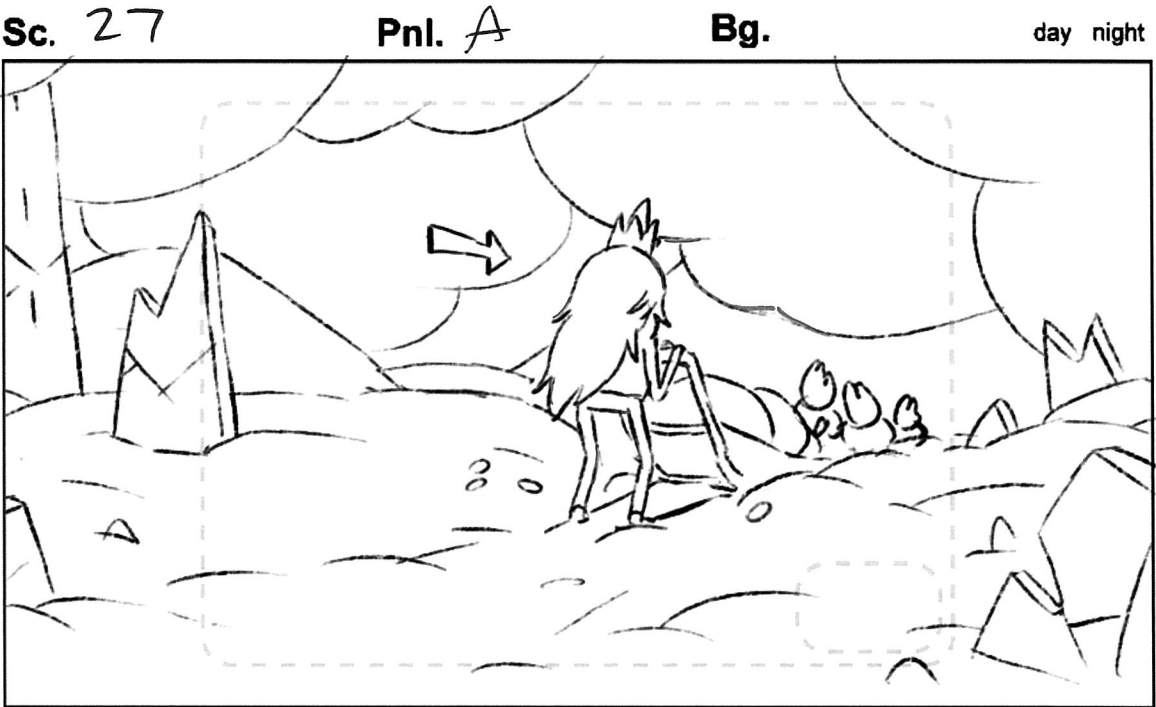
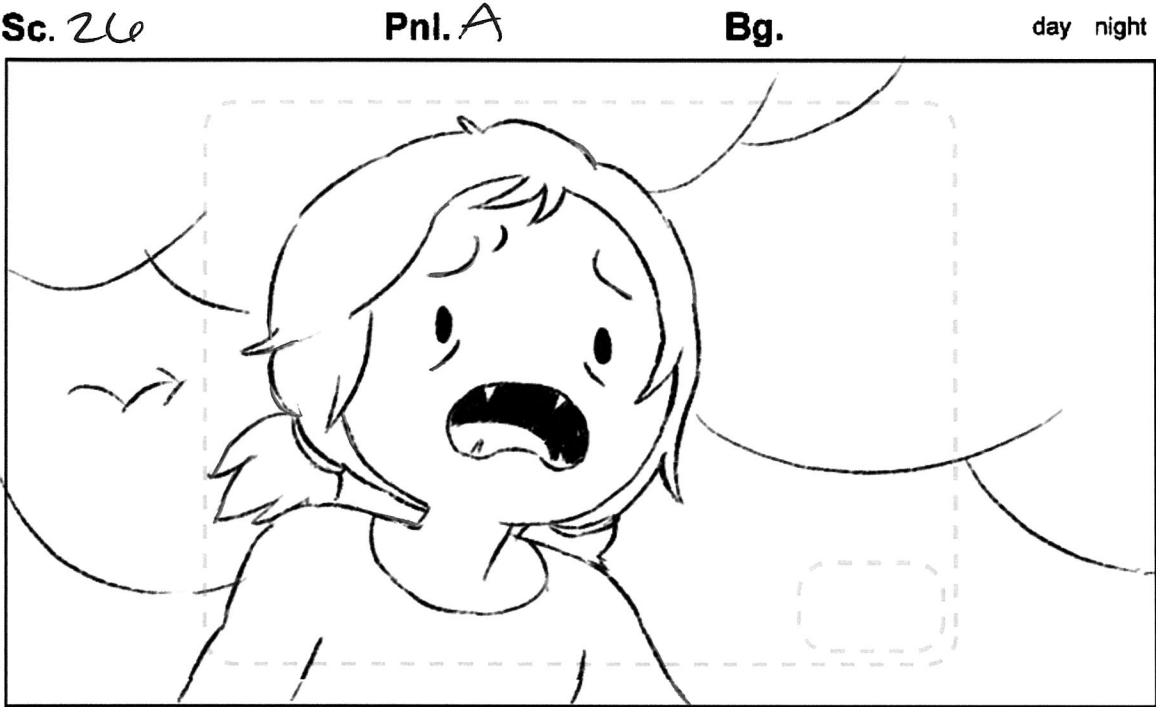
OUT →


1034-213

EPISODE #

Production :

ADVENTURE TIME



Dialog:	<u>M</u> : SIMON! WAIT!	
Action:	(SNOW INTENSIFIES)	
Timing:		
		<div>IN</div> <div>- M. RUNS AFTER SLED</div>

ADVENTURE TIME



Sc. 27	Pnl. B	Bg.	day night	Sc. 27	Pnl. C	Bg.	day night

Dialog:	<u>M</u> : WAIT !!!	<u>M</u> : [IMPACT]
Action:	- M RUNS AFTER	- M. TRIPS
Timing:		

ADVENTURE TIME

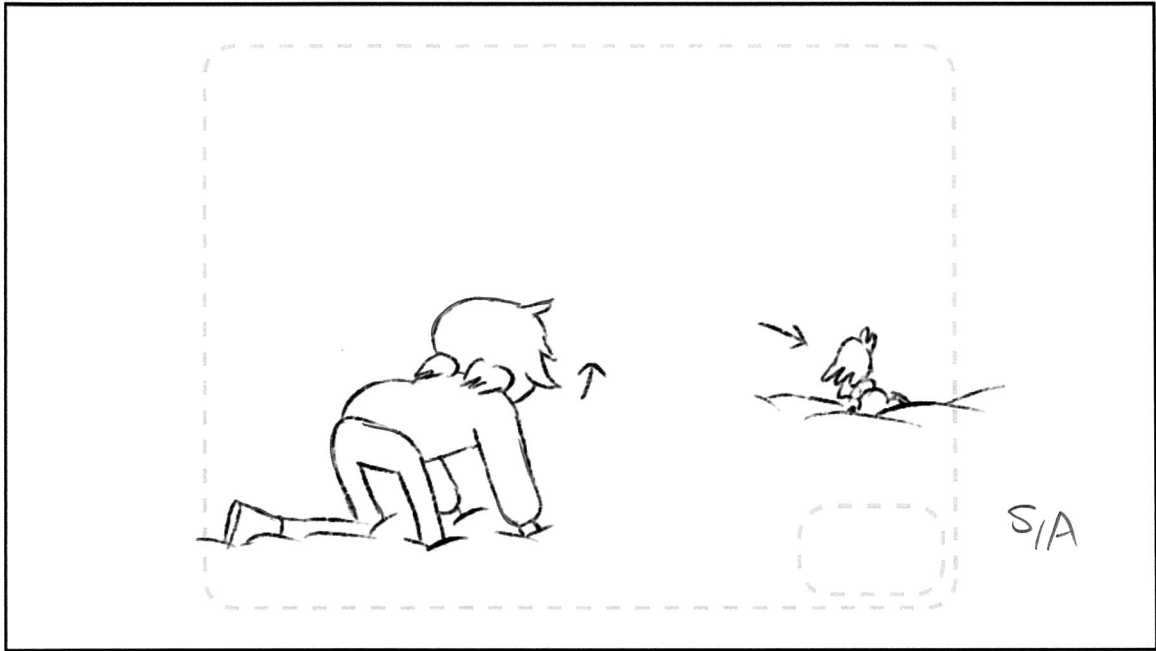


Sc. 27

Pnl. D

Bg.

day night



Sc. 28

Pnl. A

Bg.

day night



Dialog:

Action: -M. FALLS TO GROUND.

Timing:

1034-213

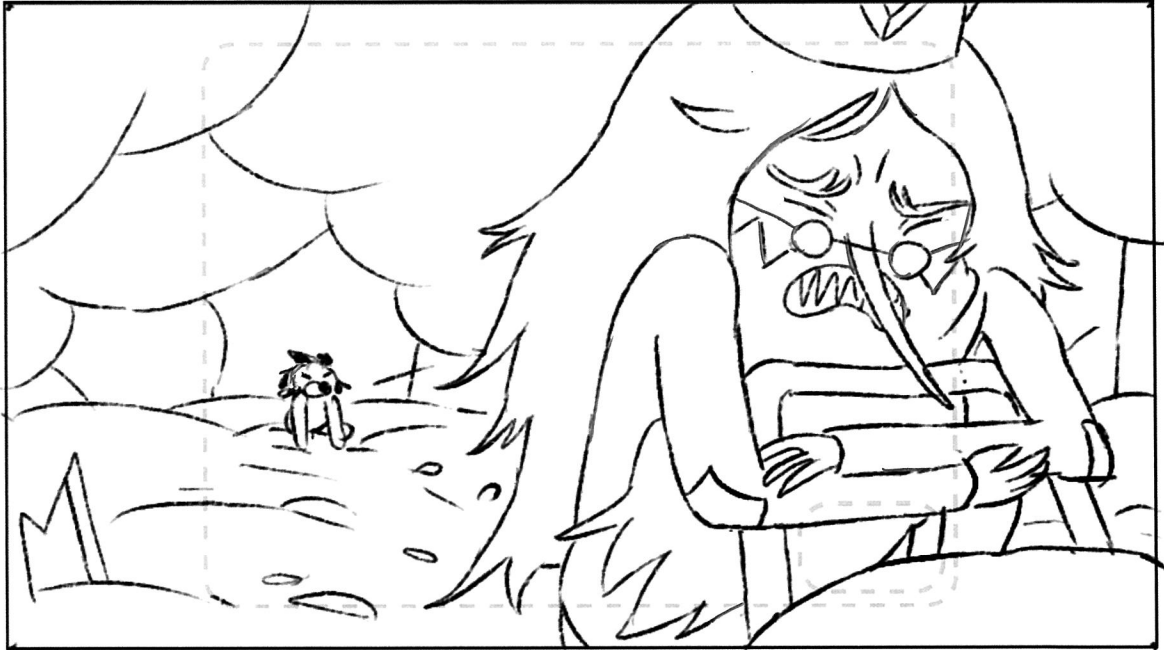
EPISODE #

Production :

ADVENTURE TIME



Sc. 28 Pnl. B Bg. day night Sc. 29 Pnl. A Bg. day night



Dialog:	<u>m</u> : SIMON!	<u>m</u> : SIMON!! (KIND OF ECHO-Y)
Action:	(EVEN MORE SNOW)	
Timing:		

ADVENTURE TIME



Sc. 29

Pnl. B

Bg.

day night

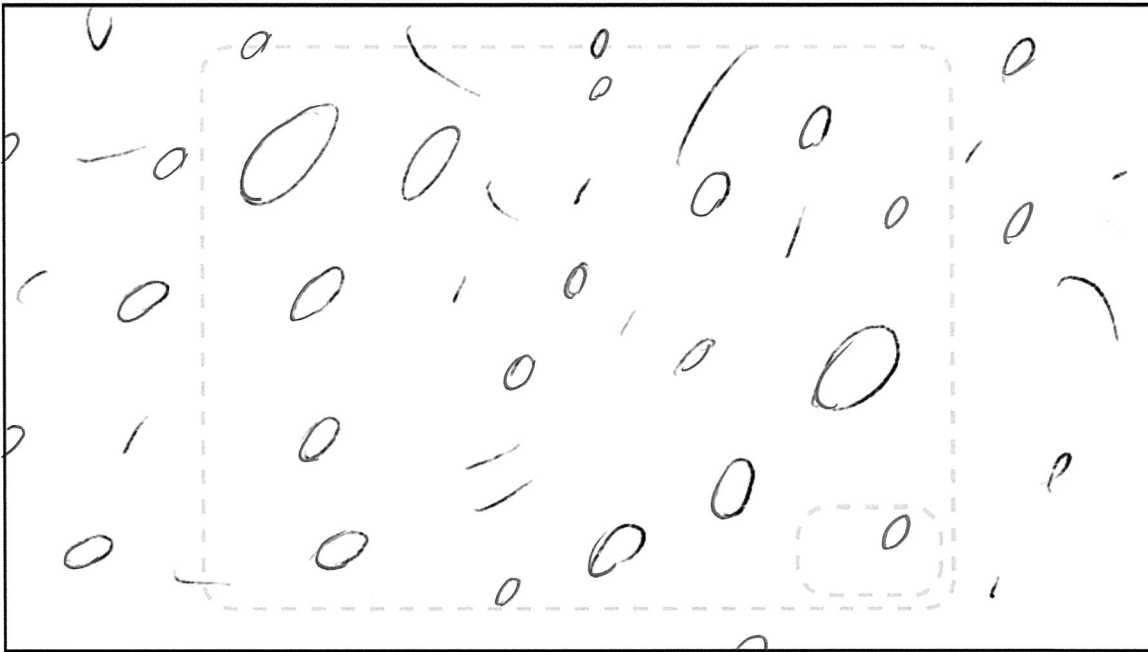


Sc. 29

Pnl. C

Bg.

day night



Dialog:	→		
Action:	- MARCELINE RECEDES IN THE DISTANCE, (SNOW TAKES OVER) (FADE TO WHITE)		
Timing:			

ADVENTURE TIME



Sc. 30	Pnl. A	Bg.	day night	Sc. 30	Pnl. B	Bg.	day night
Dialog:				PAN			
Action: (FADE FROM WHITE → CLOUDS)				Production : 1034-213			
Timing:				START			
Dialog:							
Action: SFX: FEET RUNNING ON WET GROUND, FAR AWAY.							
Action: (PINK SUNDOWN.) -PAN DOWN TO GOO MONSTER.							
Timing:				STOP			

1034-213

ADVENTURE TIME

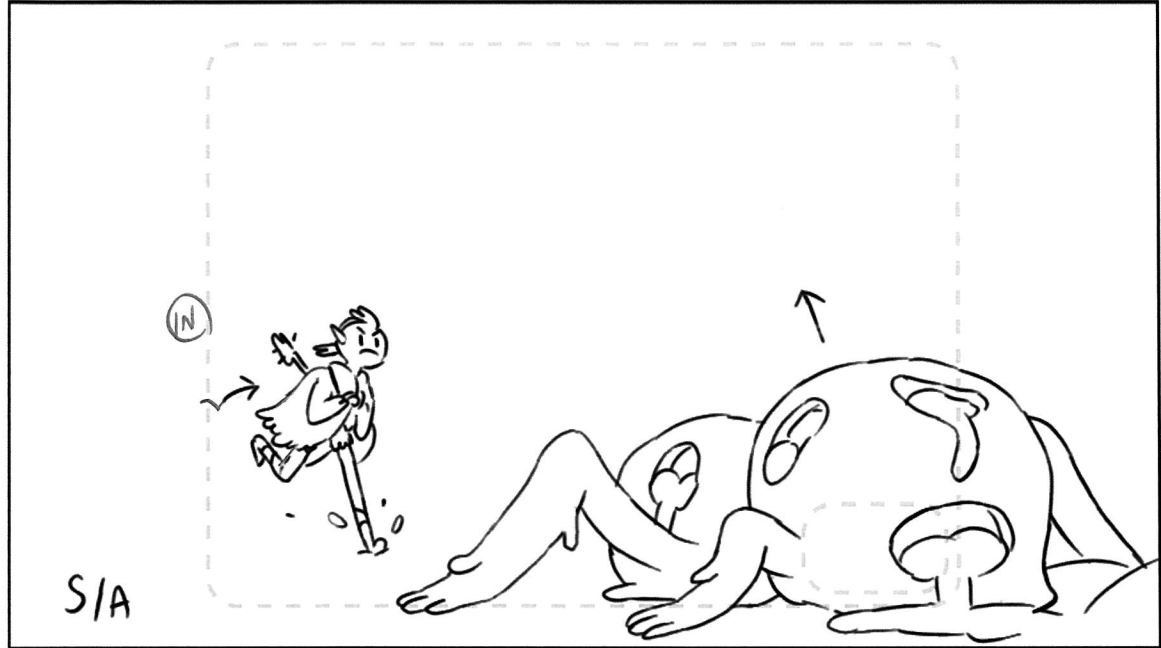


Sc. 30

Pnl. C

Bg.

day night

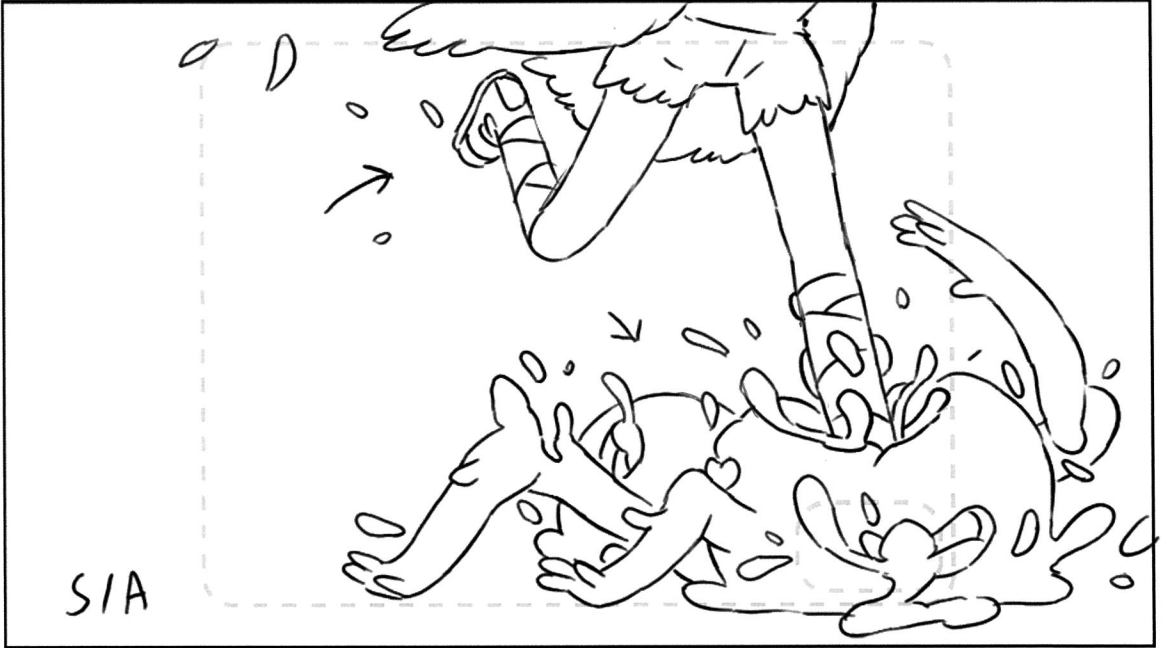


Sc. 30

Pnl. D

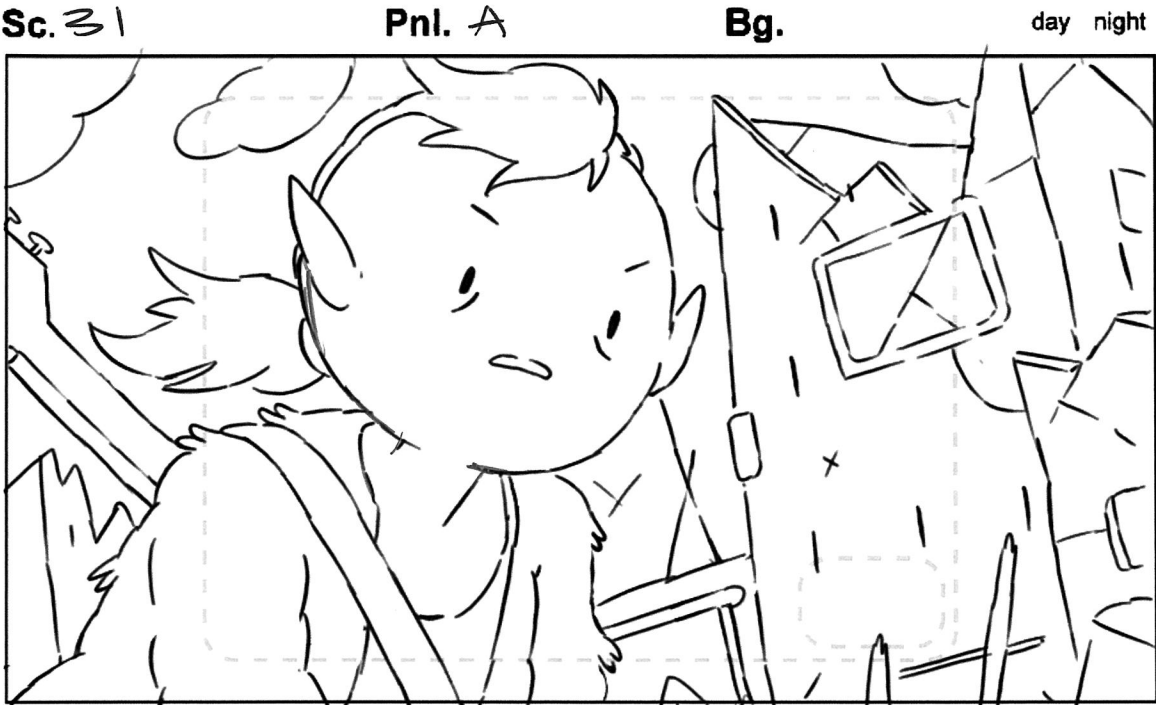
Bg.

day night



Dialog:	
SFX: * FEET RUNNING ON WET GROUND *	
SFX: * SQUISH *	
Action:	
-TEENAGE MARCELINE RUNS ON/S.	-MARCELINE STEPS ON GOO MONSTER.
Timing:	

ADVENTURE TIME



Dialog:	→ <u>m</u> : EWW! [DISGUSTED]
Action:	
Timing:	

ADVENTURE TIME



Sc. 32

Pnl. A

Bg.

day night

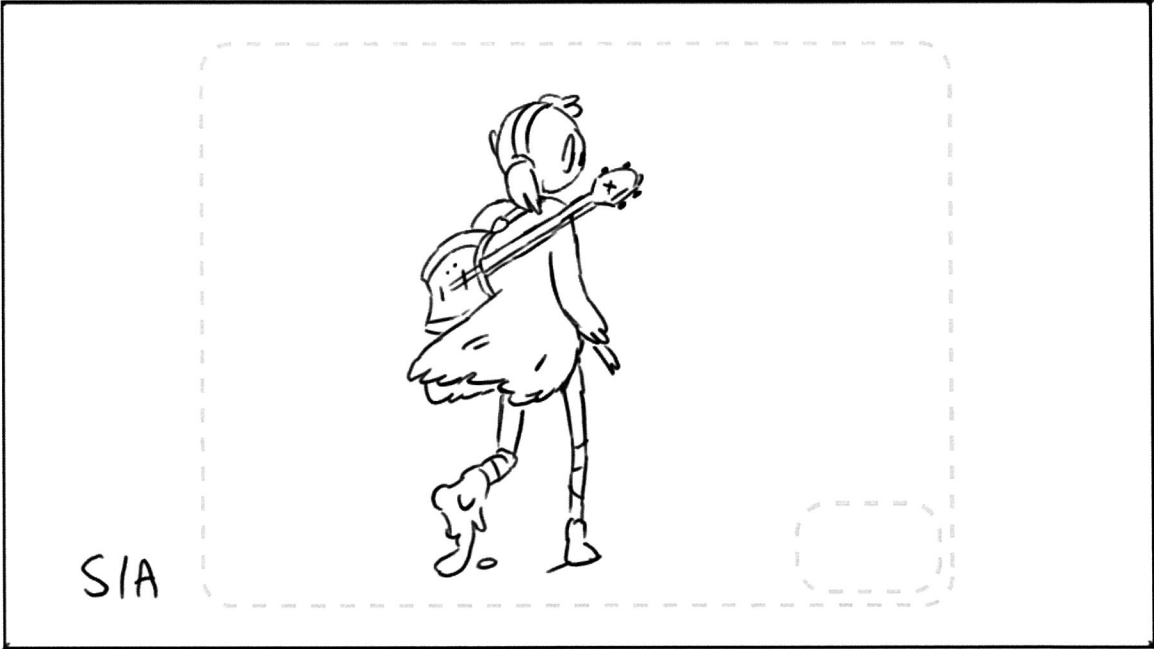


Sc. 32

Pnl. B

Bg.

day night



Dialog:	
Action:	② -M. SLOWS TO A STOP.
Timing:	



ADVENTURE TIME

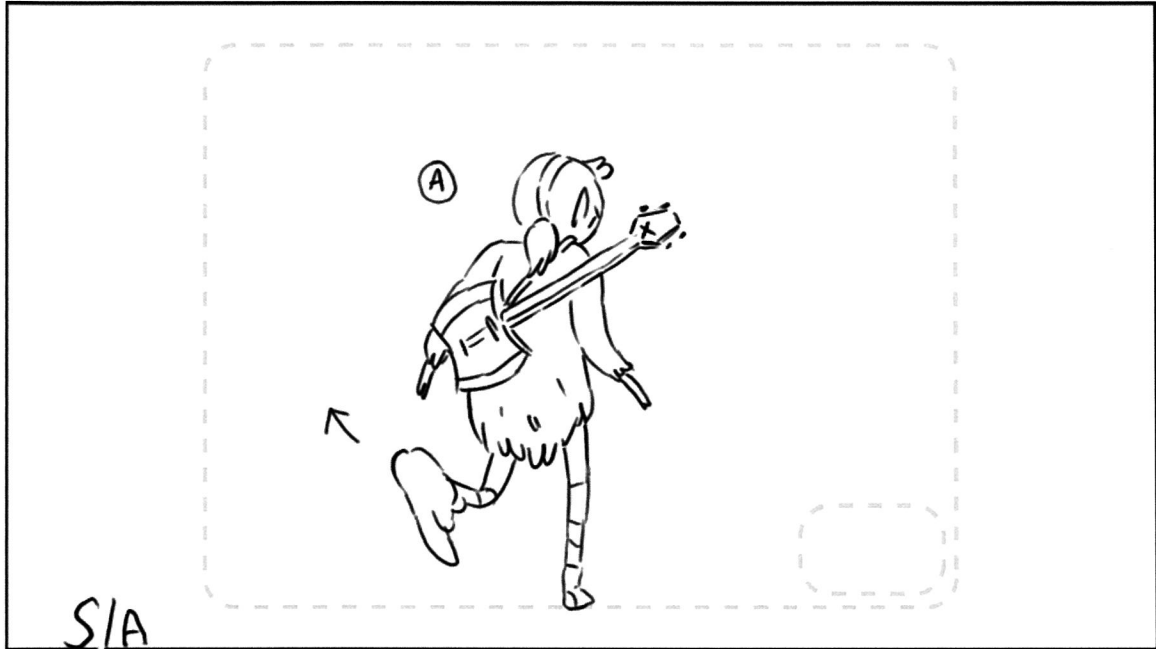


Sc. 32

Pnl. C

Bg.

day night



Sc. 33

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



THE FOOL : (Q/S) [LAUGHTER]

-M. SHAKES FOOT.

+ LESS AND LESS SLIME

(BG IS ADJUSTED)

A,B,A,B

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 33

Pnl. B

Bg.

day night



Sc. 33

Pnl. C

Bg.

day night



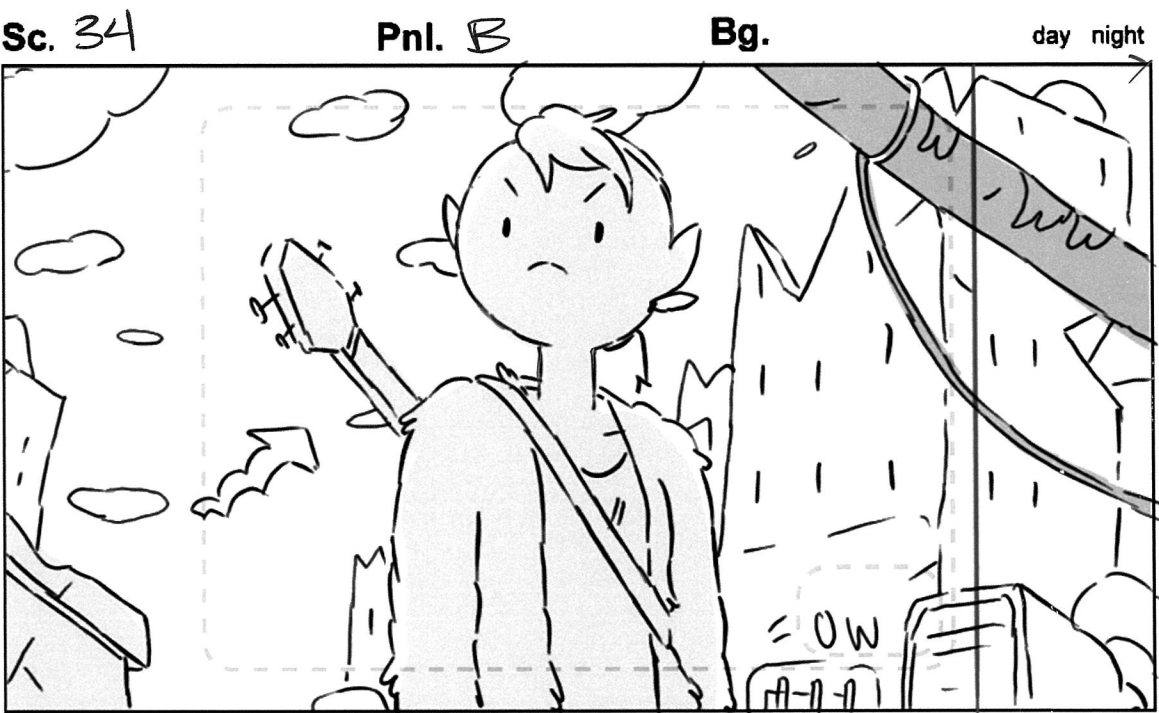
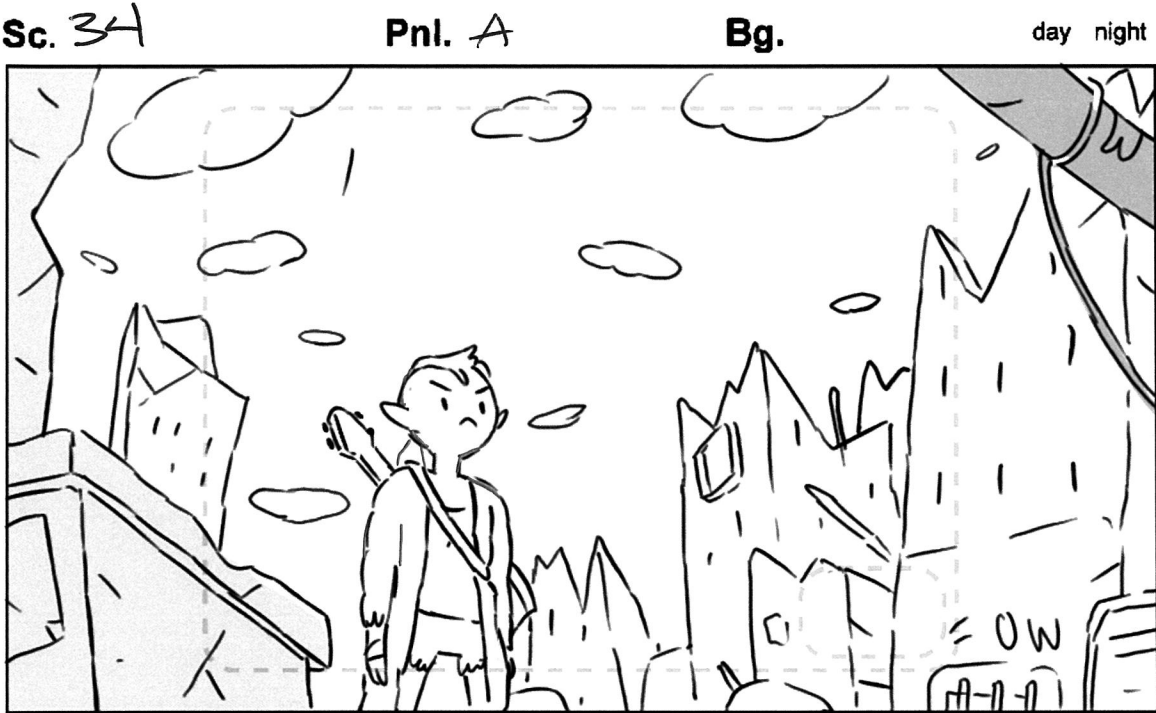
Dialog:	<u>M</u> : OK, I <u>KNOW</u> YOU'RE HERE.
Action:	-M. LOOKS UP.
Timing:	

1034-213

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
Action:	-M. WALKS FORWARD.
Timing:	

ADJ →

-M. HOLDS UP STAKE

ADVENTURE TIME



Sc. 34

Pnl. C

Bg.

day night

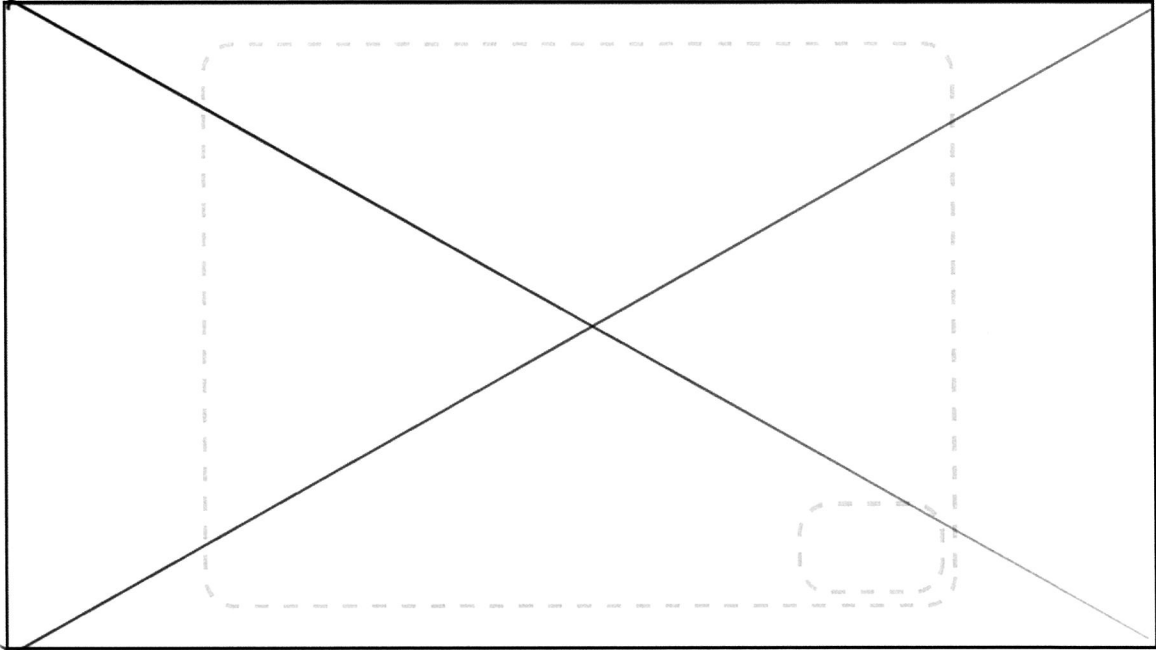


Sc.

Pnl.

Bg.

day night



Dialog:
Action: - M. LEANS FORWARD WITH STAKE AT THE READY.
Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



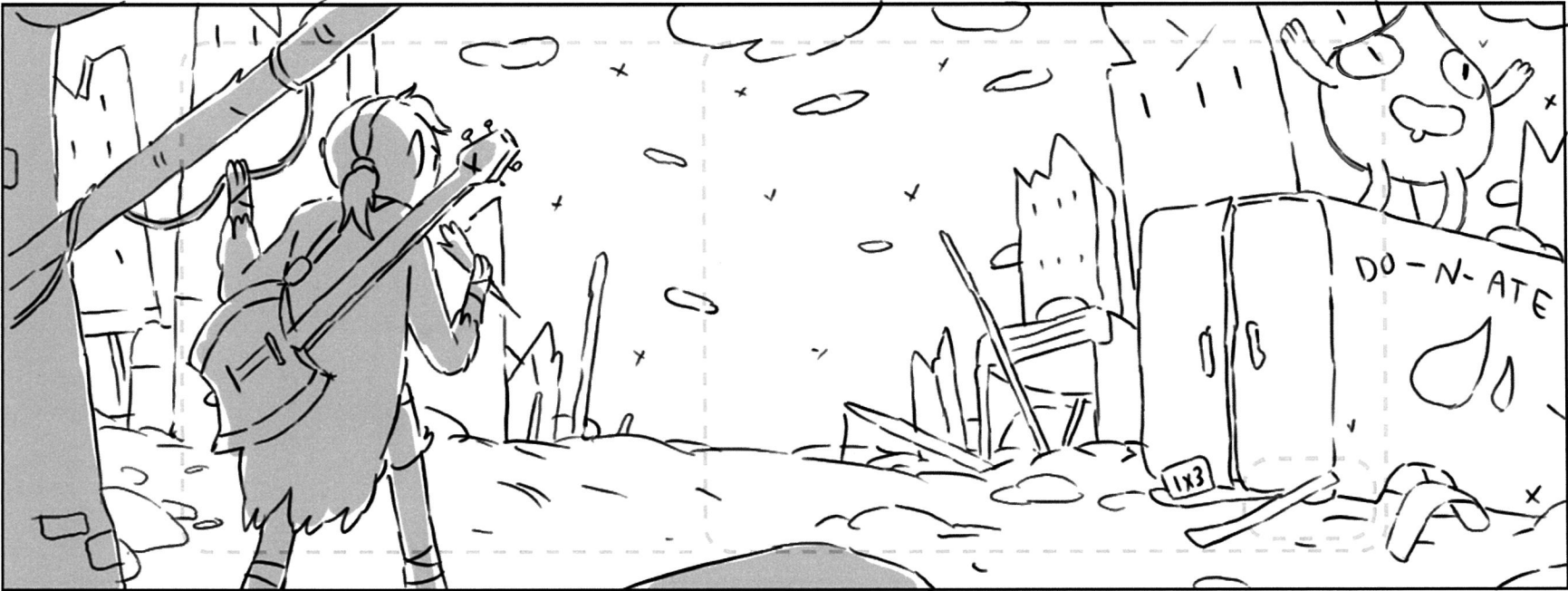
Sc. 35

Pnl. A

Bg.

day night

(START)



(STOP)

Dialog:

Action:

- ADJ/PAN OVER TO BLOOD DRIVE TRUCK WRECKAGE,
[NIGHTTIME BY NOW]

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 35

Pnl. B

Bg.

day night

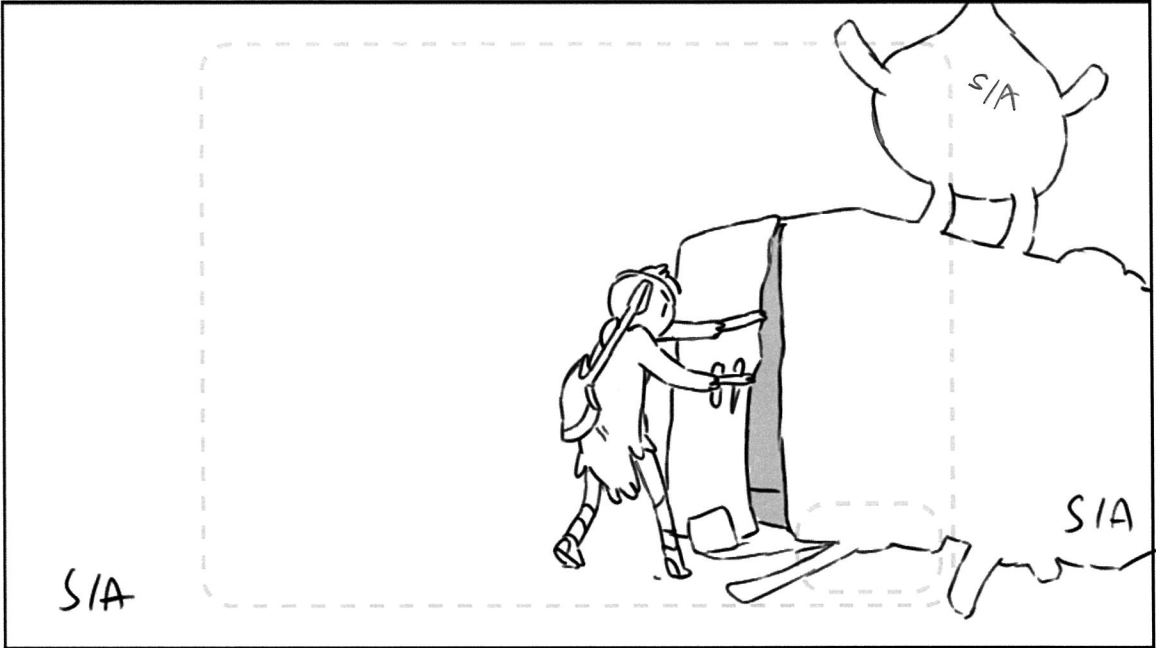


Sc. 35

Pnl. C

Bg.

day night



<p>Dialog:</p> <p>SFX : * CREAK *</p>
<p>Action:</p> <p>-M. WALKS OVER TO TRUCK.</p> <p>-M. OPENS BACK DOOR.</p>
<p>Timing:</p>

1034-213

EPISODE #

Production :

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ADVENTURE TIME

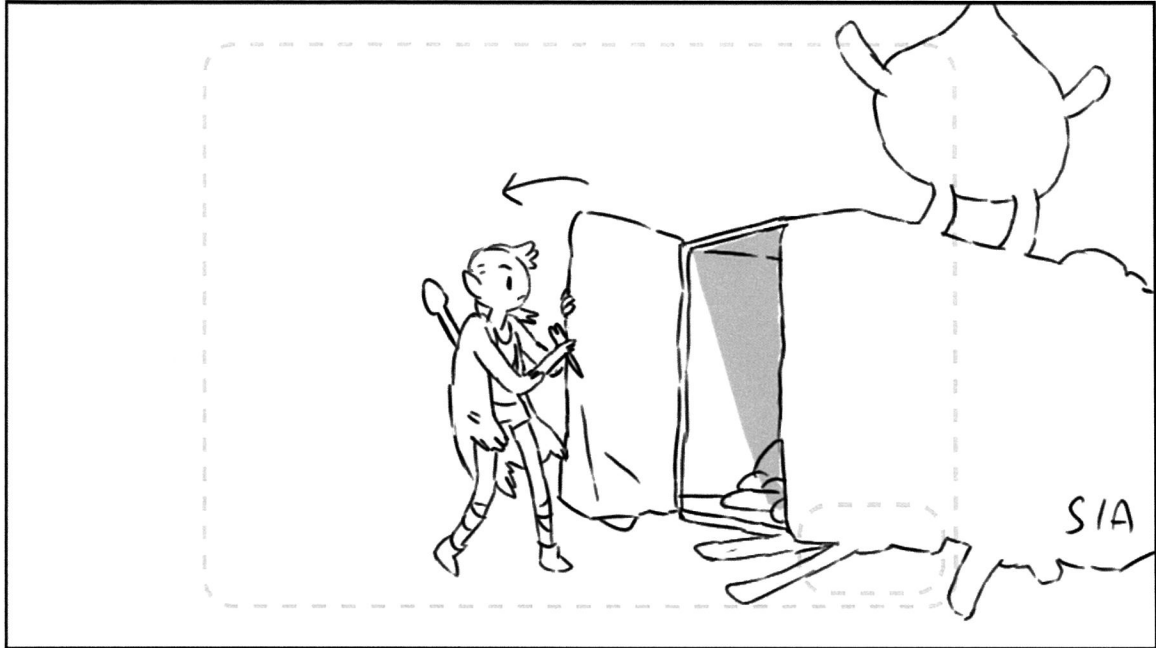


Sc. 35

Pnl. D

Bg.

day night

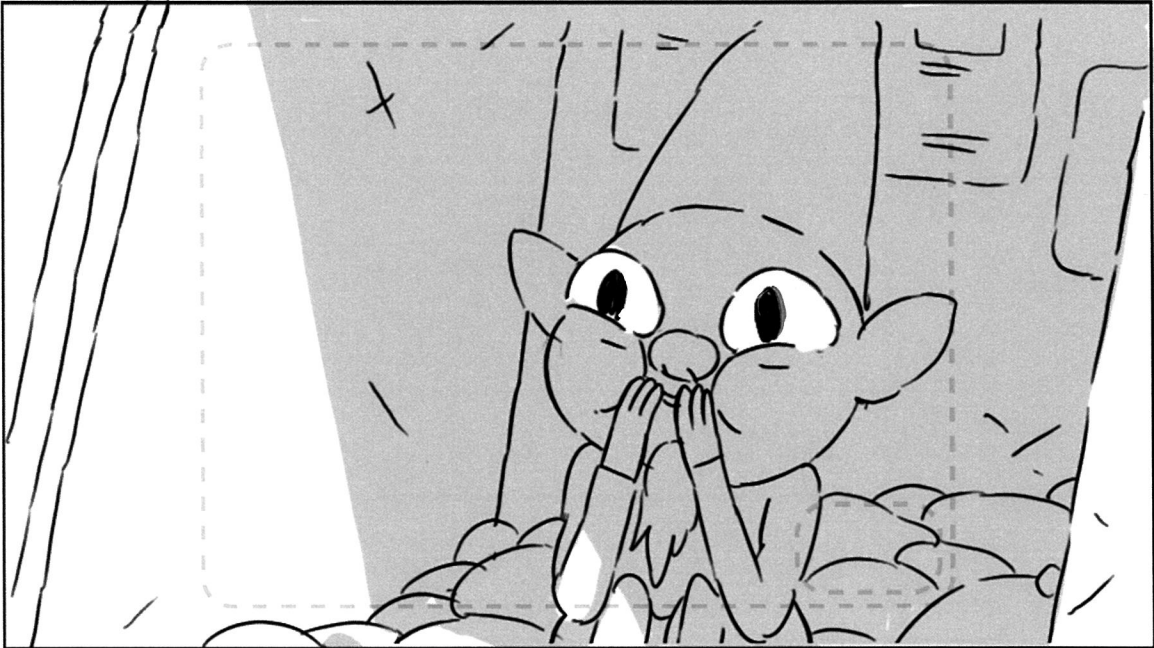


Sc. 36

Pnl. A

Bg.

day night



Dialog:	<p>FOOL: [STIFLED LAUGHTER]</p>
Action:	
Timing:	

EPISODE # 1034-213

Production :

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ADVENTURE TIME



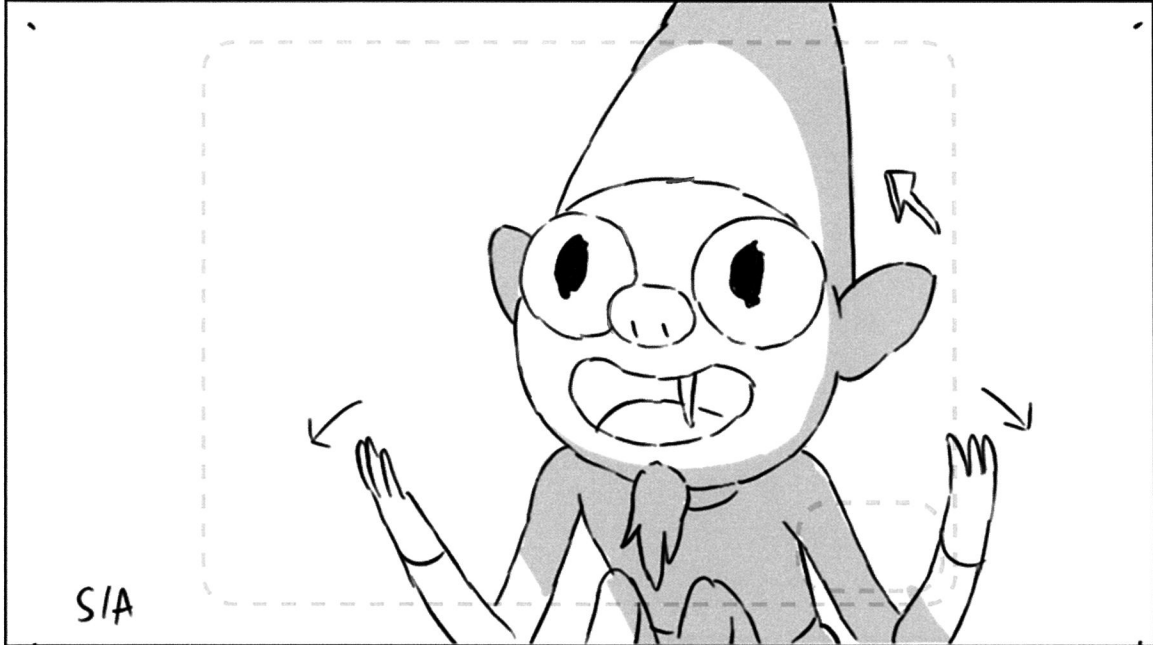
Page 57

Sc. 36

Pnl. B

Bg.

day night



Sc. 37

Pnl. A

Bg.

day night



Dialog:
F: PEEK - A - POP! HA - HA,
Action:
Timing:

EPISODE # 1034-213
Production :

ADVENTURE TIME



Sc. 37

Pnl. B

Bg.

day night

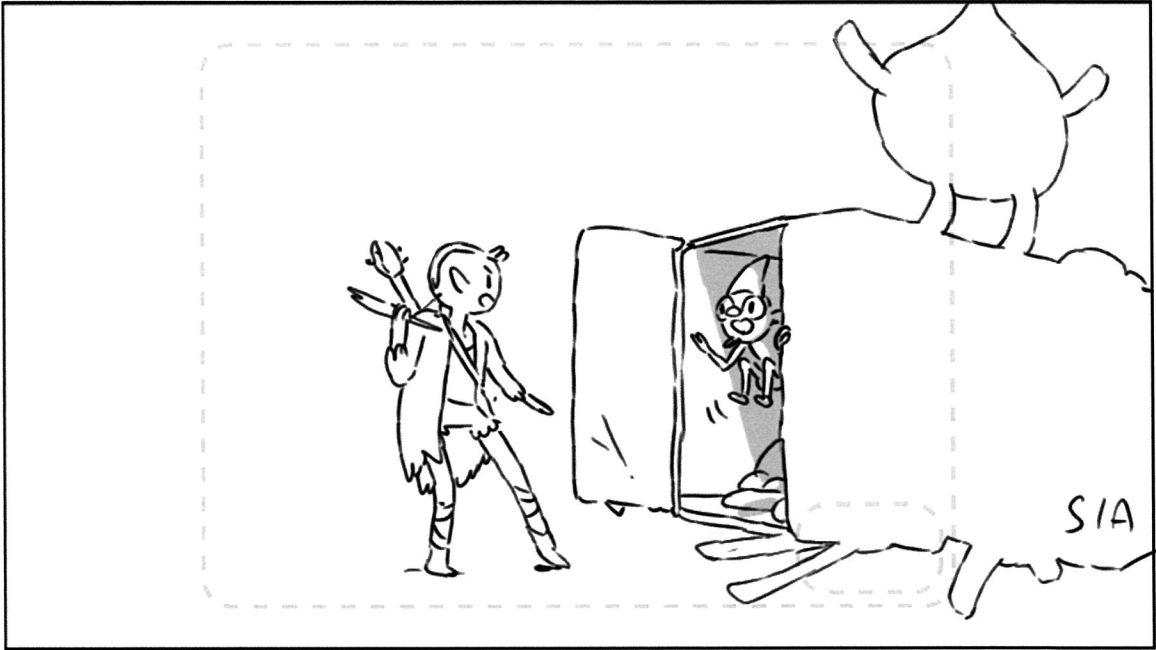


Sc. 38

Pnl. A

Bg.

day night



Dialog:	<u>M</u> : THE FOOL !!
Action:	- M. SWINGS STAKE UP TO ATTACK.
Timing:	

1034-213

EPISODE #

Production :

ADVENTURE TIME

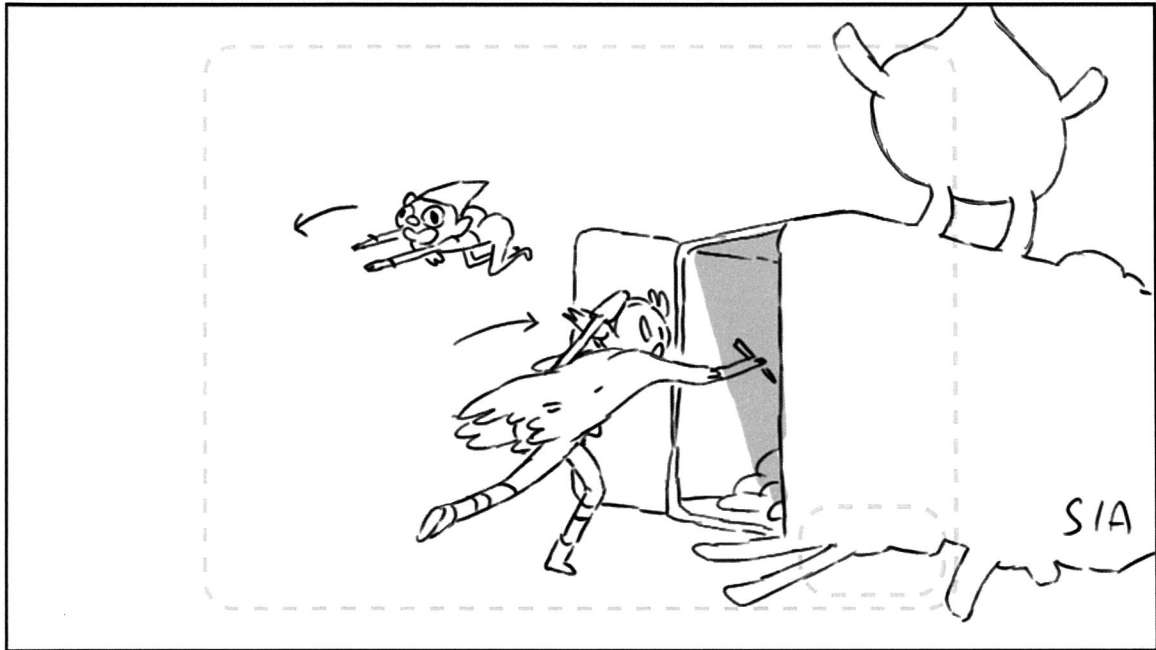


Sc. 38

Pnl. B

Bg.

day night



Sc. 39

Pnl. A

Bg.

day night



Dialog:

SFX: * WHOOSH, ! *

Action:

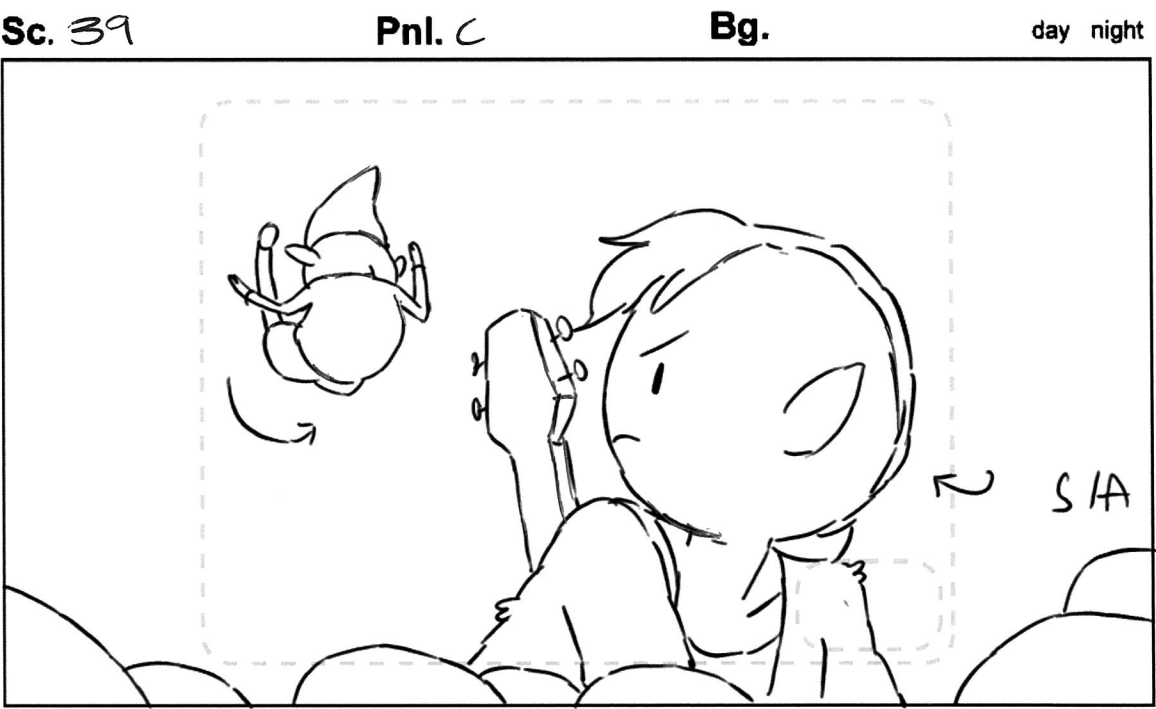
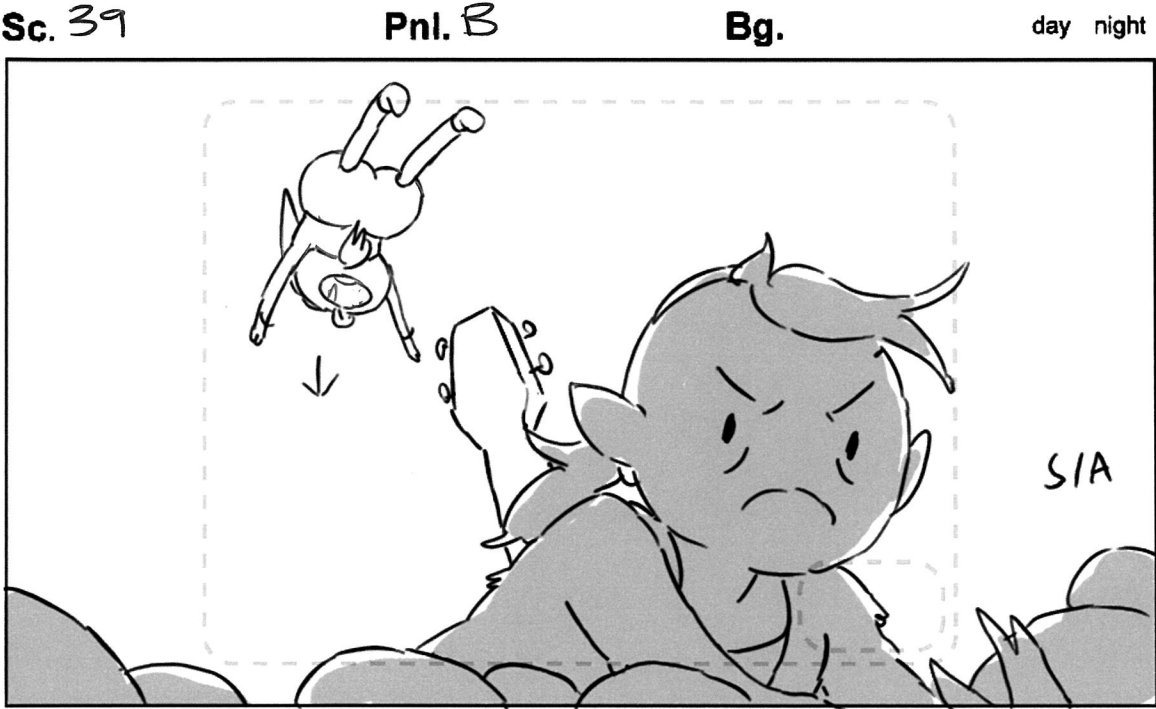
- M, LUNGES AT FOOL.
- FOOL FLIES PAST M.

- FOOL FLIES ON/S ABOVE. M.

Timing:

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ADVENTURE TIME



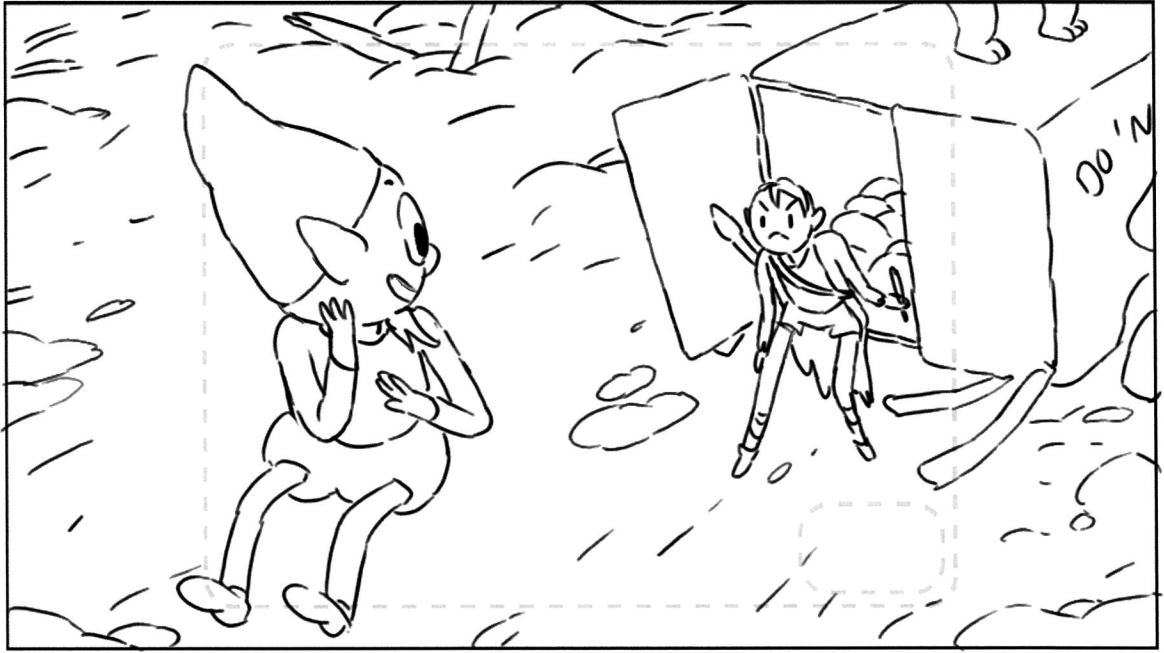
Dialog:	F: WHOOOA - HA-HA-HA!
Action:	-FOOL AIR SOMERSAULTS
Timing:	

1034-213
EPISODE #
Production :

ADVENTURE TIME



Sc. 39 Pnl. D Bg. day night Sc. 40 Pnl. A Bg. day night



Dialog:	<u>F:</u> YOU FOUND ME MARCELINE !!
Action:	- M. TURNS AROUND.
Timing:	



1034-213

EPISODE #

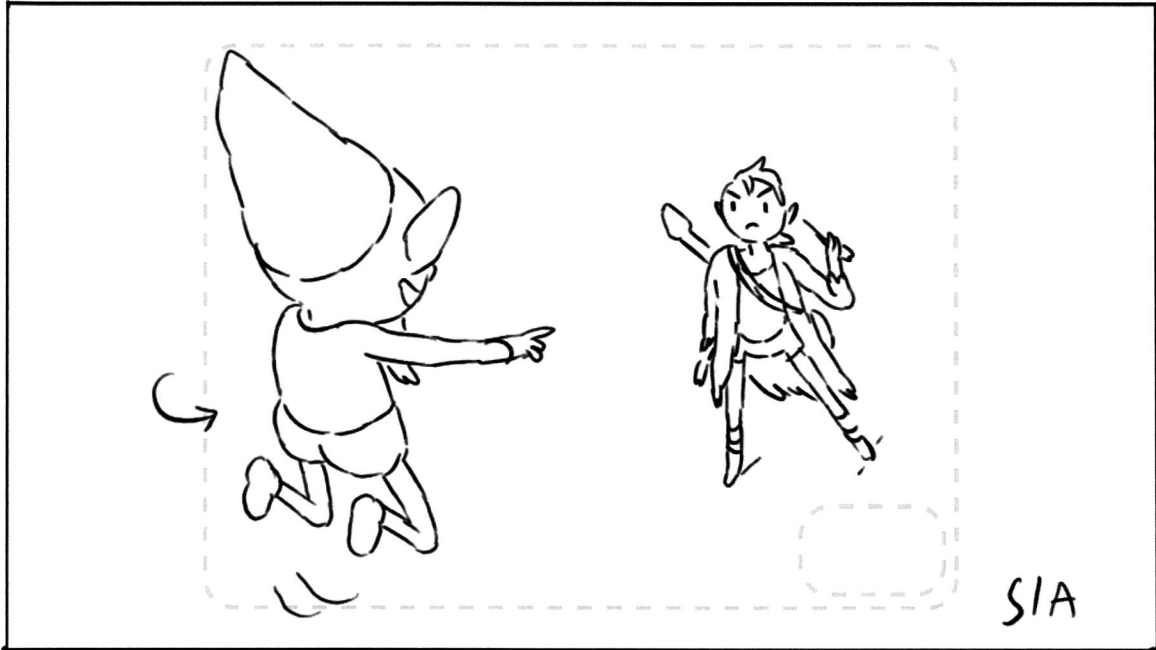
Production :

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ADVENTURE TIME



Sc. 40 Pnl. B Bg. day night Sc. 41 Pnl. A Bg. day night



Dialog:
F: NOW <u>YOU'RE</u> "IT" !
Action:
Timing:

1034-213
EPISODE #
Production :

ADVENTURE TIME



Sc. 4f

Pnl. B

Bg.

day night

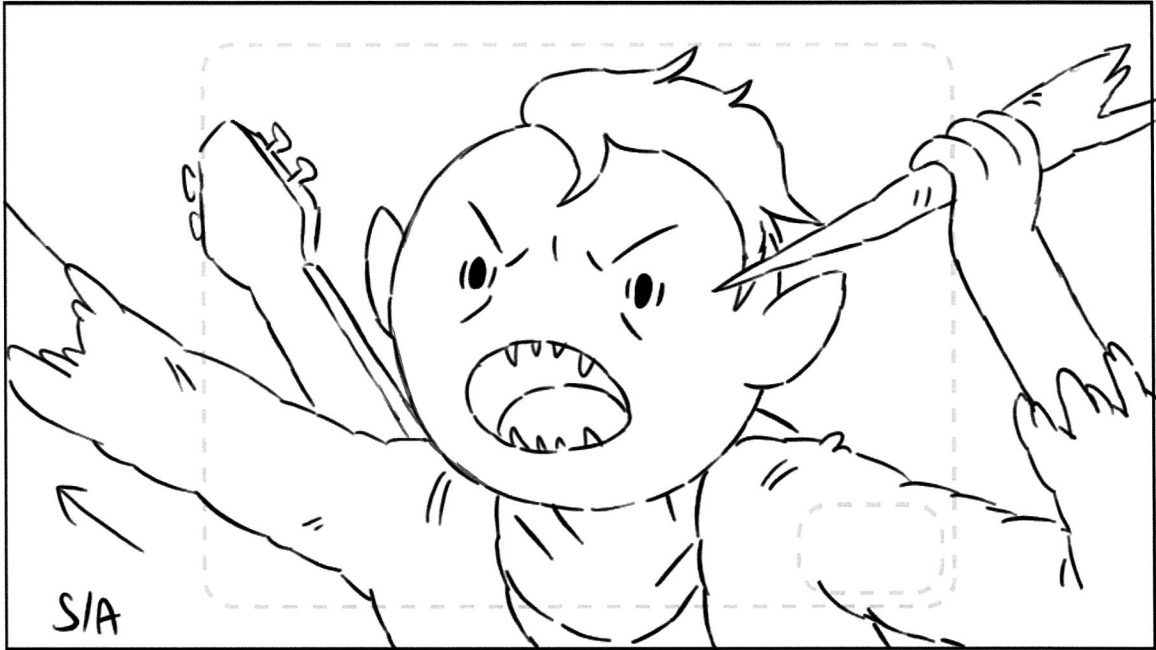


Sc. 4f

Pnl. C

Bg.

day night



Dialog:	<u>M</u> : WE'RE NOT PLAYING, FOOL !	<u>M</u> : YOU'RE AN EVIL BLOODSUCKING FIEND !
Action:		
Timing:		

1034-213

EPISODE #

Production :

ADVENTURE TIME

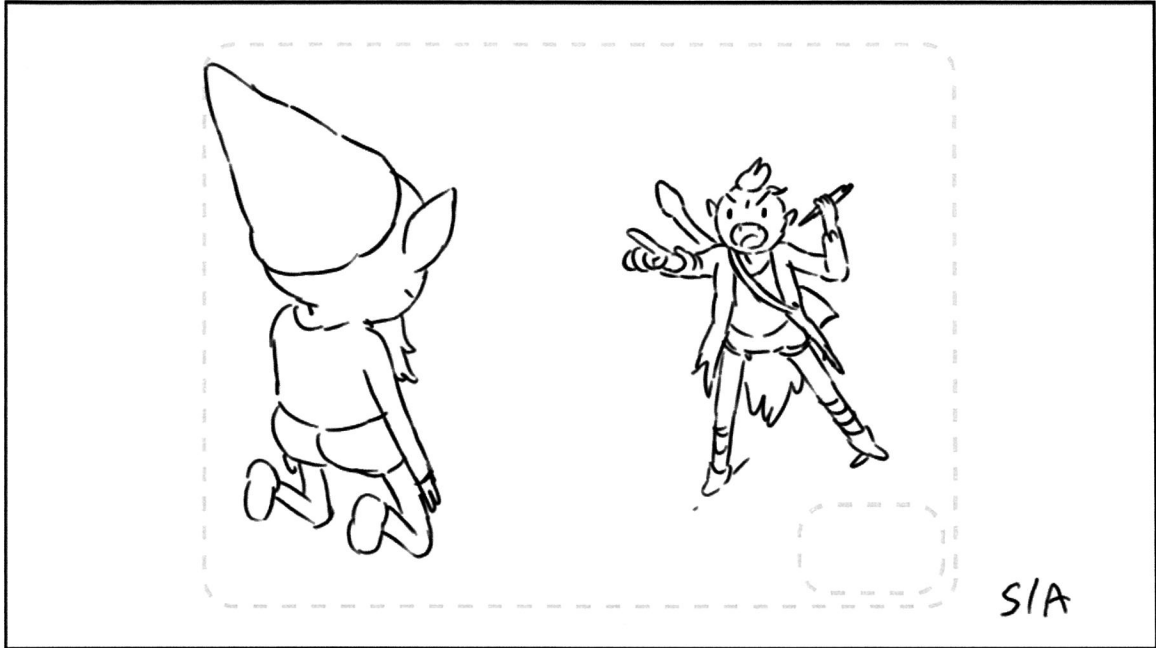


Sc. 42

Pnl. A

Bg.

day night

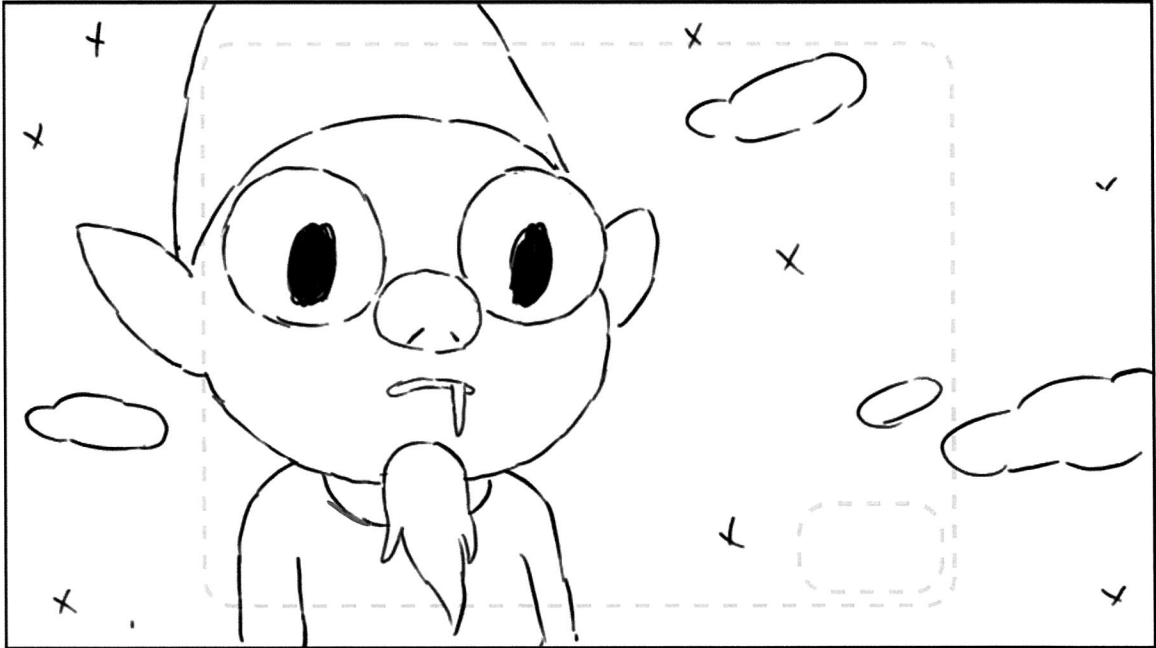


Sc. 43

Pnl. A

Bg.

day night



Dialog:
<p><u>M</u>: I'M TRYING TO <u>KILL</u> YOU! ...</p>
Action:
Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME

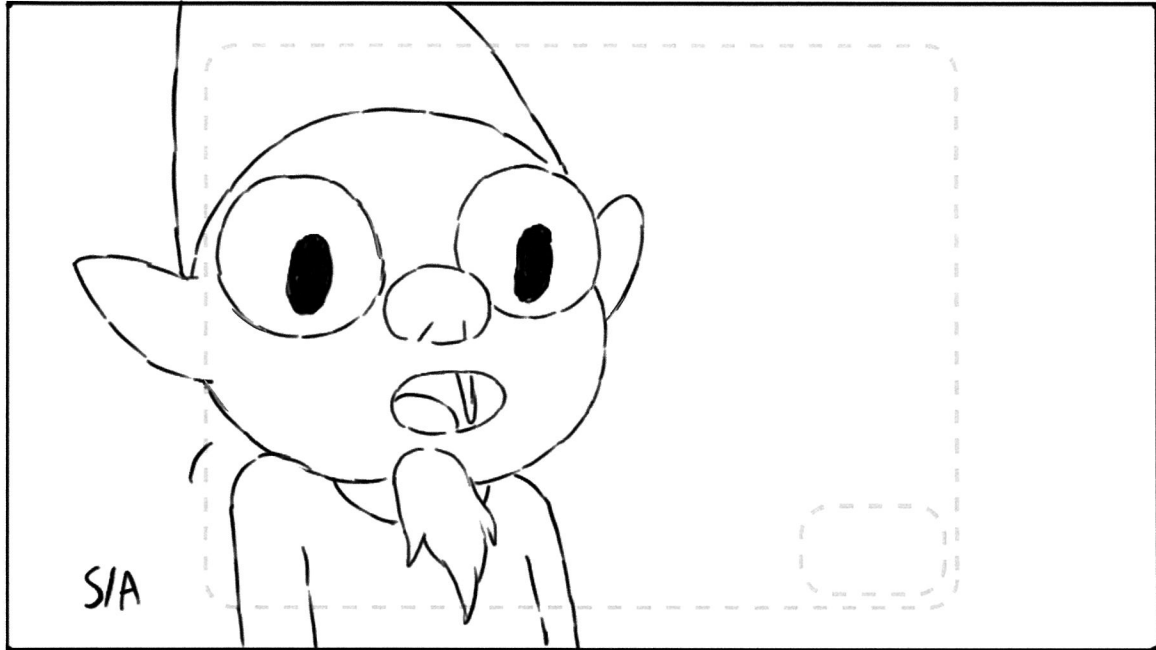


Sc. 43

Pnl. B

Bg.

day night

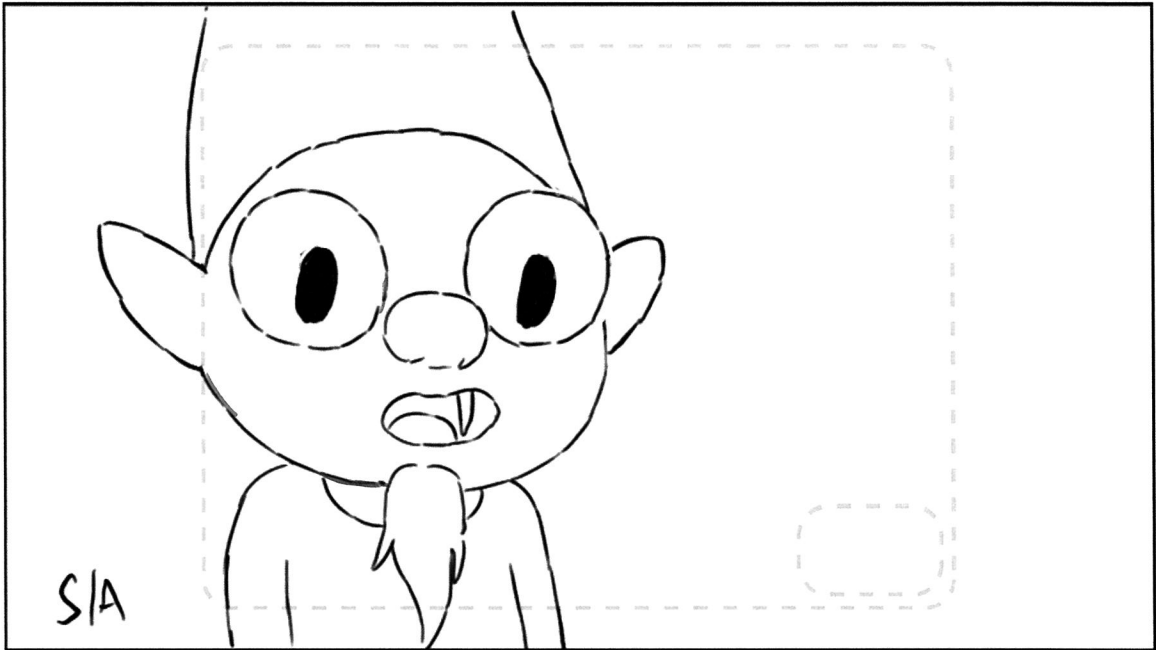


Sc. 43

Pnl. C

Bg.

day night



Dialog:

F: OKAY. (AS IN "FAIR ENOUGH")

F: —HEY YOU WANNA
SEE SOMETHING FUNNY?

Action:

Timing:

1034-213

EPISODE #

Production :

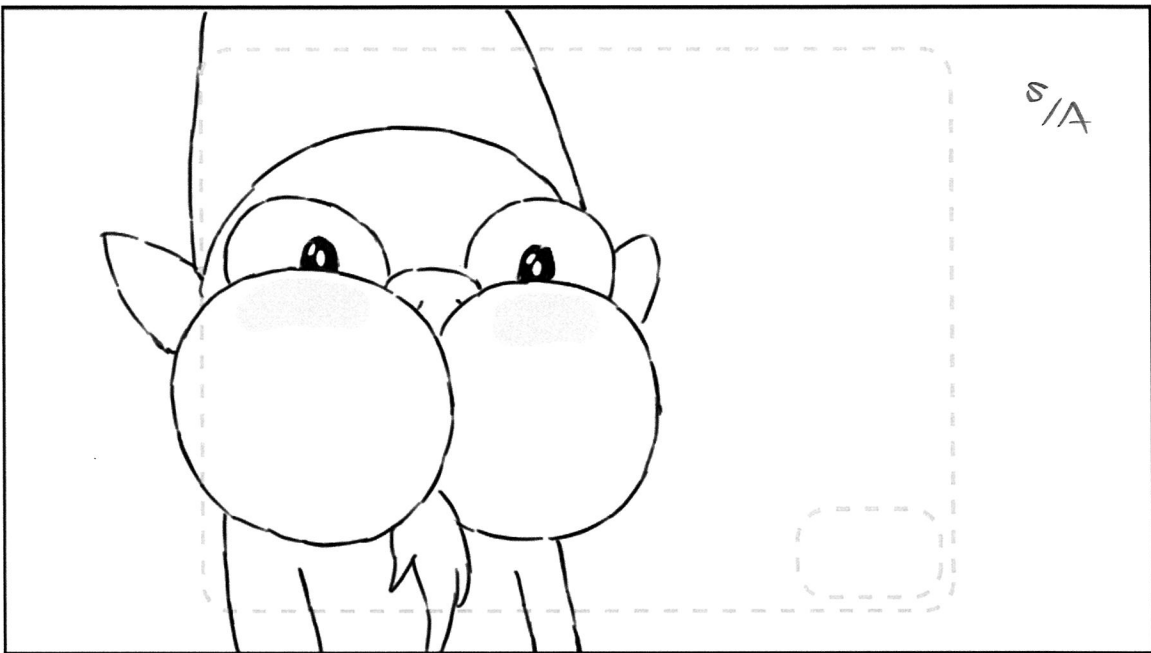
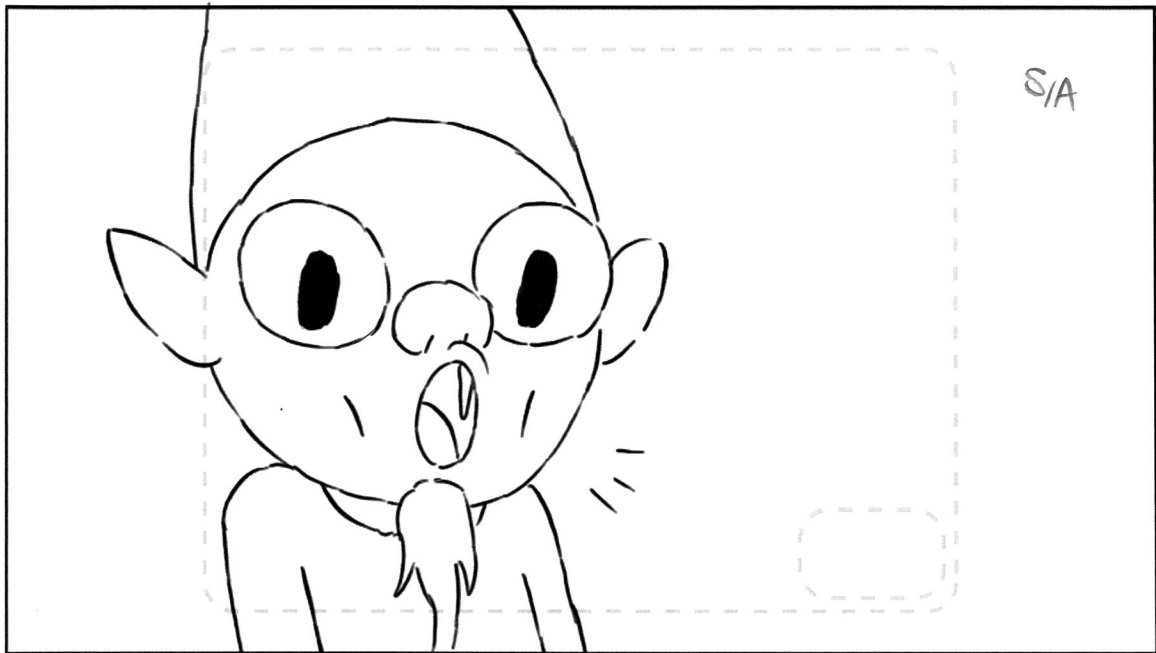
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ADVENTURE TIME



Page 66

Sc. 43 Pnl. D Bg. day night Sc. 43 Pnl. E Bg. day night



Dialog:	F: [INHALES]
Action:	- FOOL PUFFS OUT CHEEKS.
Timing:	

1034-213
EPISODE #
Production :

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ADVENTURE TIME

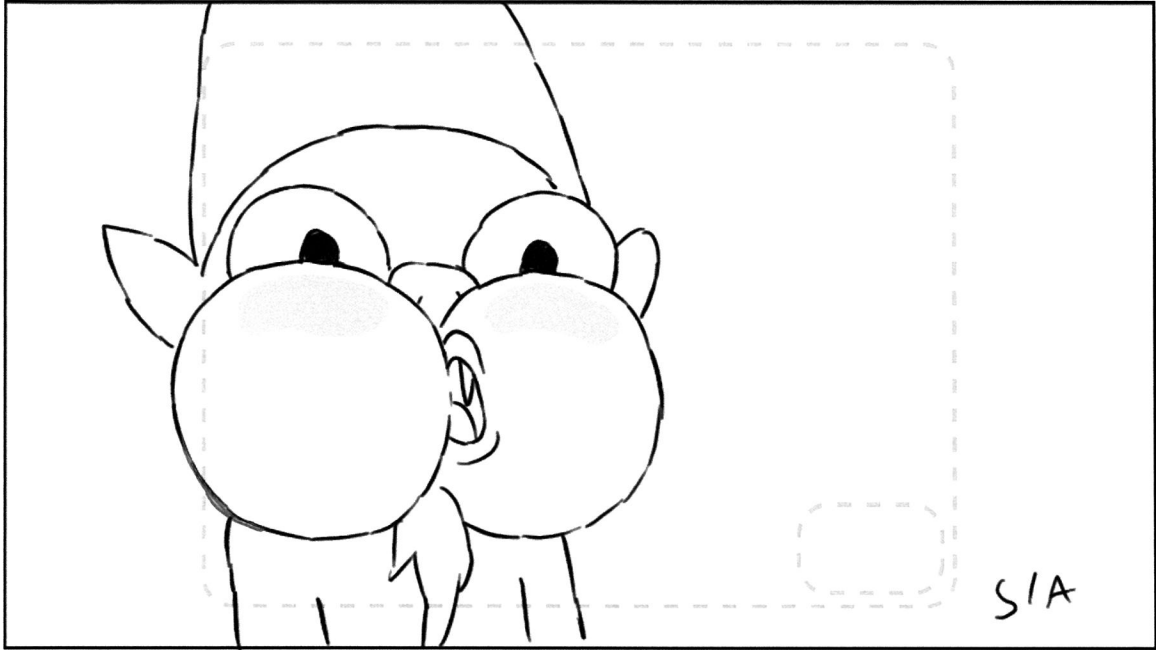


Sc. 43

Pnl. F

Bg.

day night

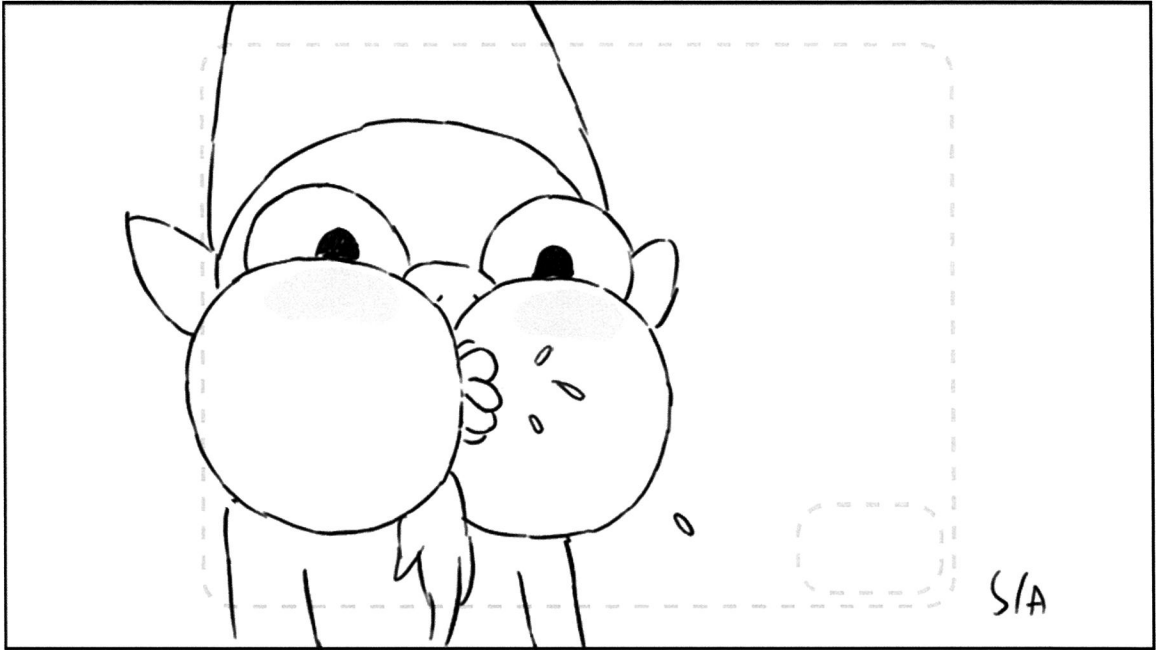


Sc. 43

Pnl. G

Bg.

day night



Dialog:

F: I LOOK LIKE A BUTT!

F: [BLOWS RASPBERRY]

Action:

— TONGUE "VIBRATES"

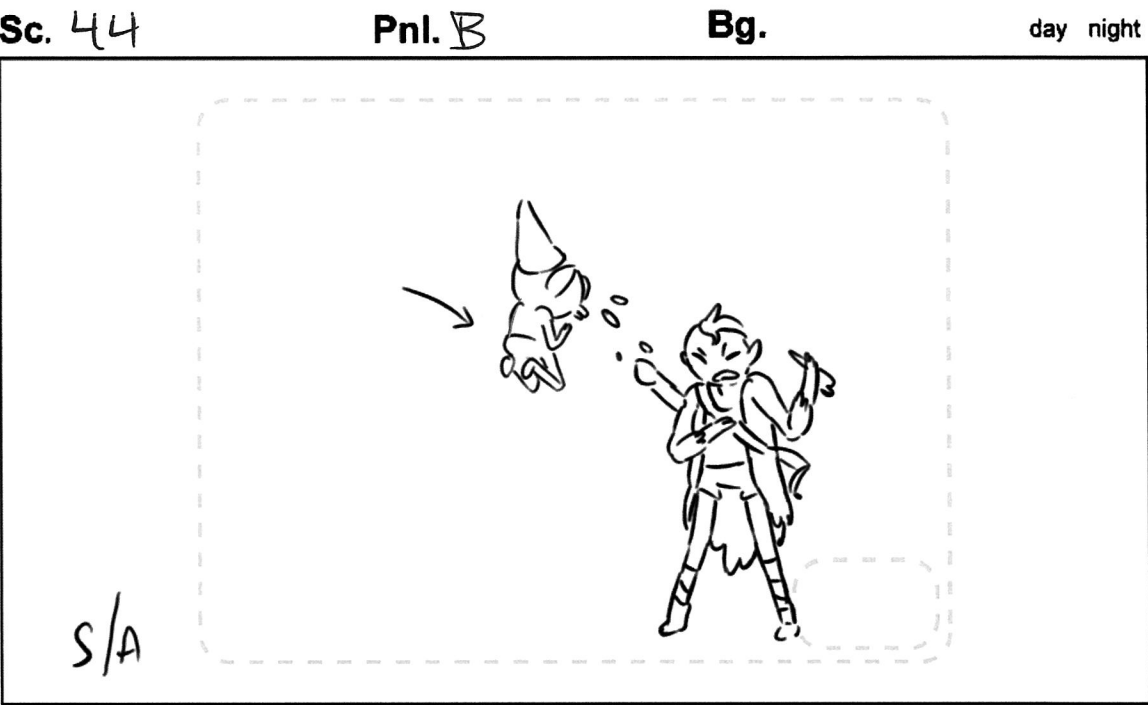
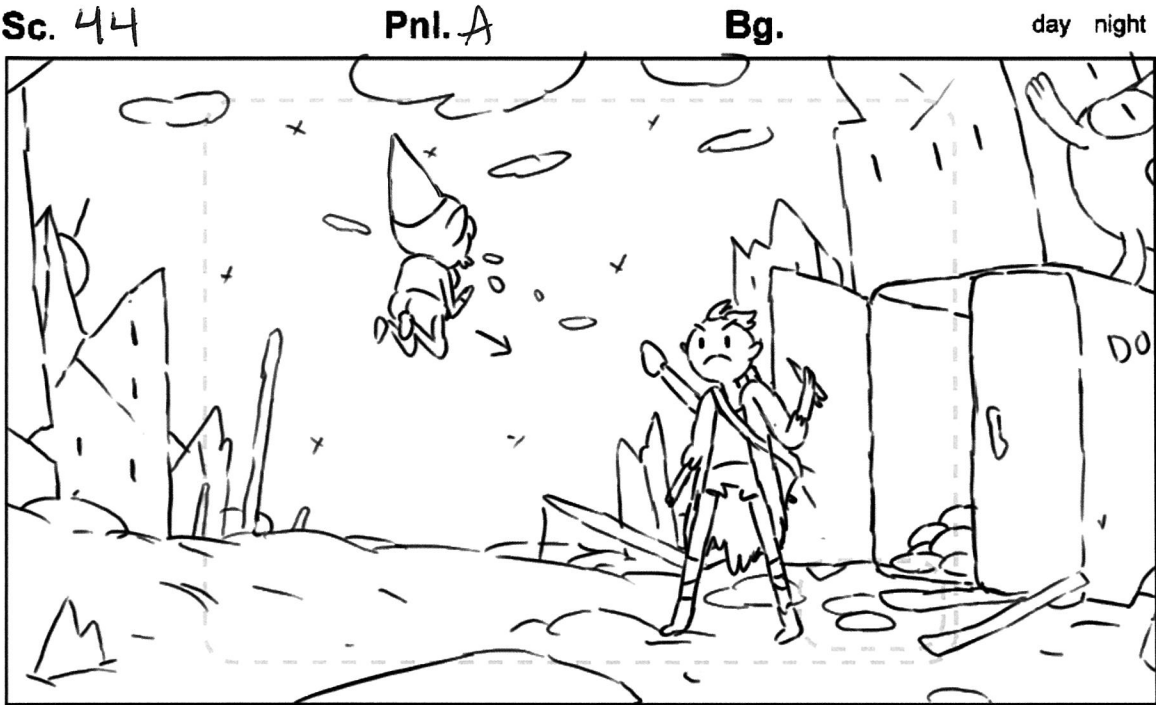
Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Dialog:	—————→ <u>F</u> : [RASPBERRY] —————→ <u>M</u> : EH,!
Action:	- FOOL FLOATS TOWARD M., STILL RASPBERRYING.
Timing:	

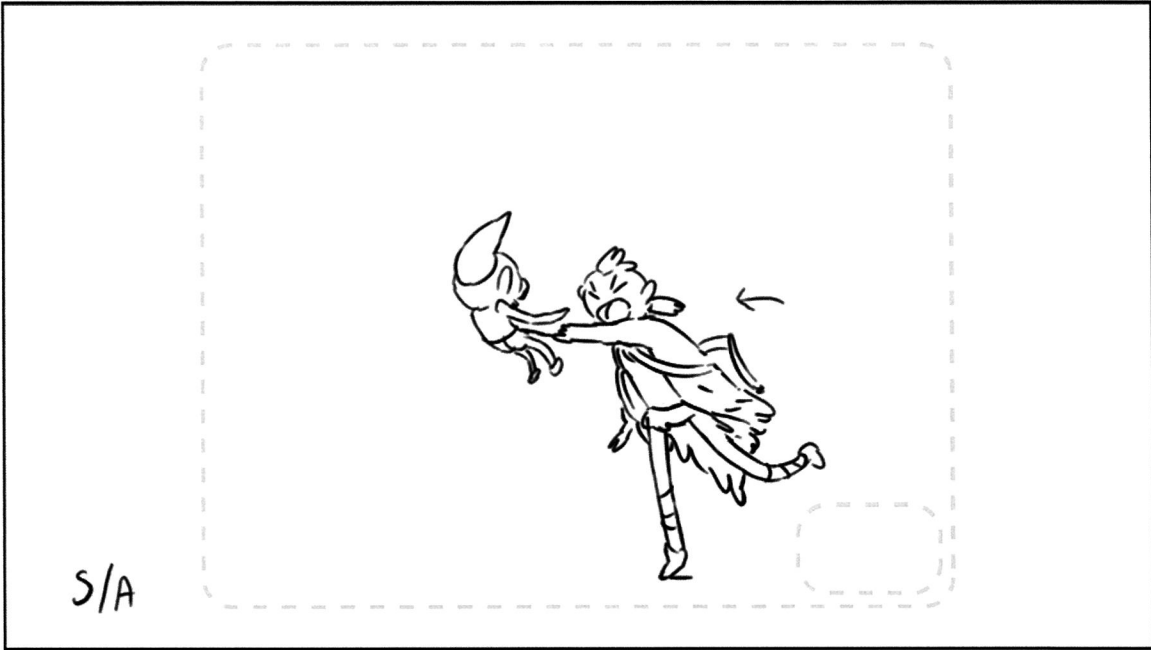
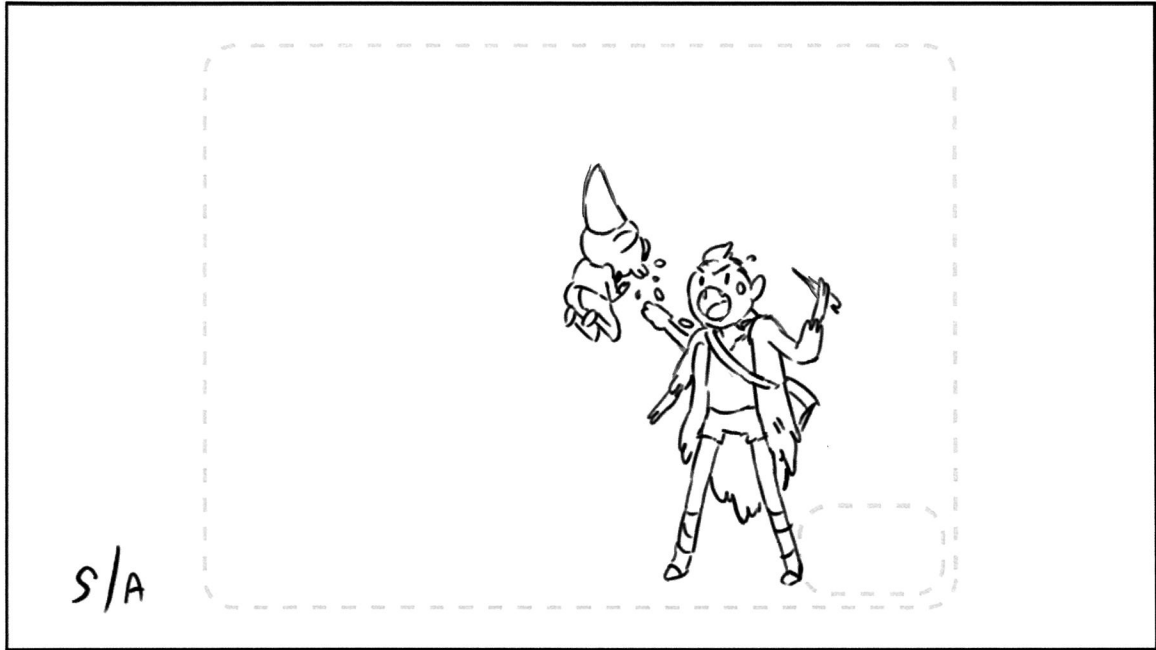
1034-213
EPISODE #
Production :

ADVENTURE TIME



Page 69

Sc. 44 Pnl. C Bg. day night Sc. 44 Pnl. D Bg. day night



Dialog: <u>F</u> : [RASPBERRY] <u>M</u> : GET OUT OF MY FACE! or / STOP FARTING IN MY FACE! -		<u>M</u> : [BATLE SCREAM] OR/ BUTT HEAD! -M. ATTACKS.
Action:		
Timing:		

1034-213
EPISODE #
Production :

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ADVENTURE TIME



Sc. 45

Pnl. A

Bg.

day night

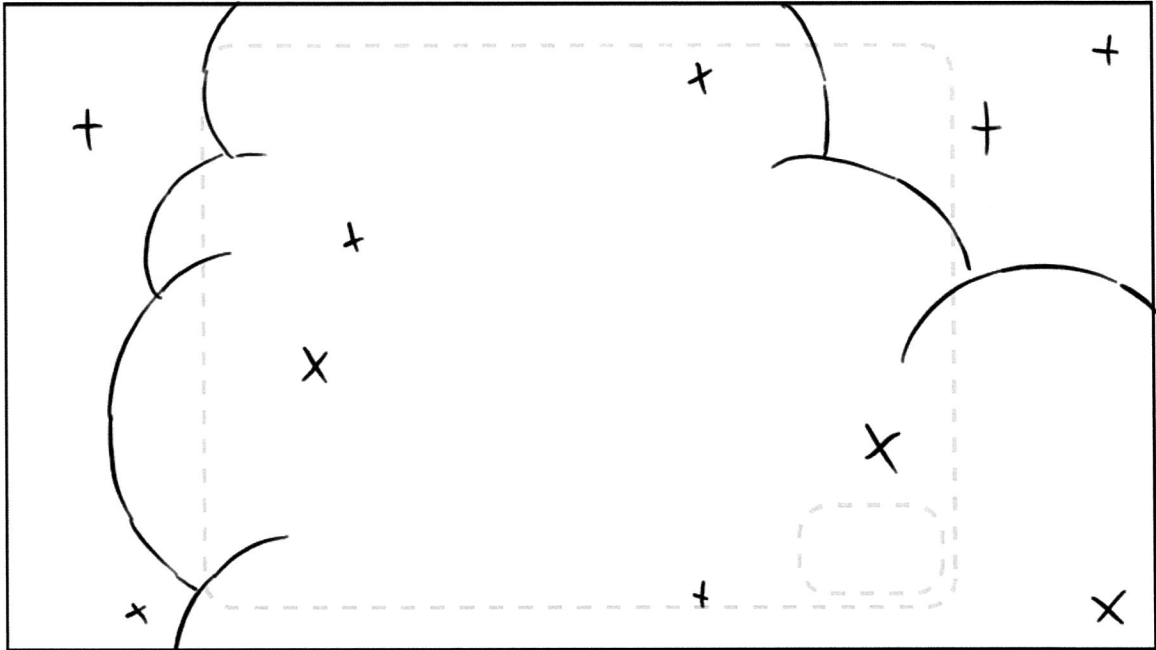


Sc. 45

Pnl. B

Bg.

day night



Dialog:	<u>F:</u> HEEHEE - OW.
<u>SFX:</u>	SHKK!
<u>SFX:</u>	[POOF]
Action:	- FOOL EXPLODES INTO GLITTER.
Timing:	

1034-213

EPISODE #

Production :

ADVENTURE TIME

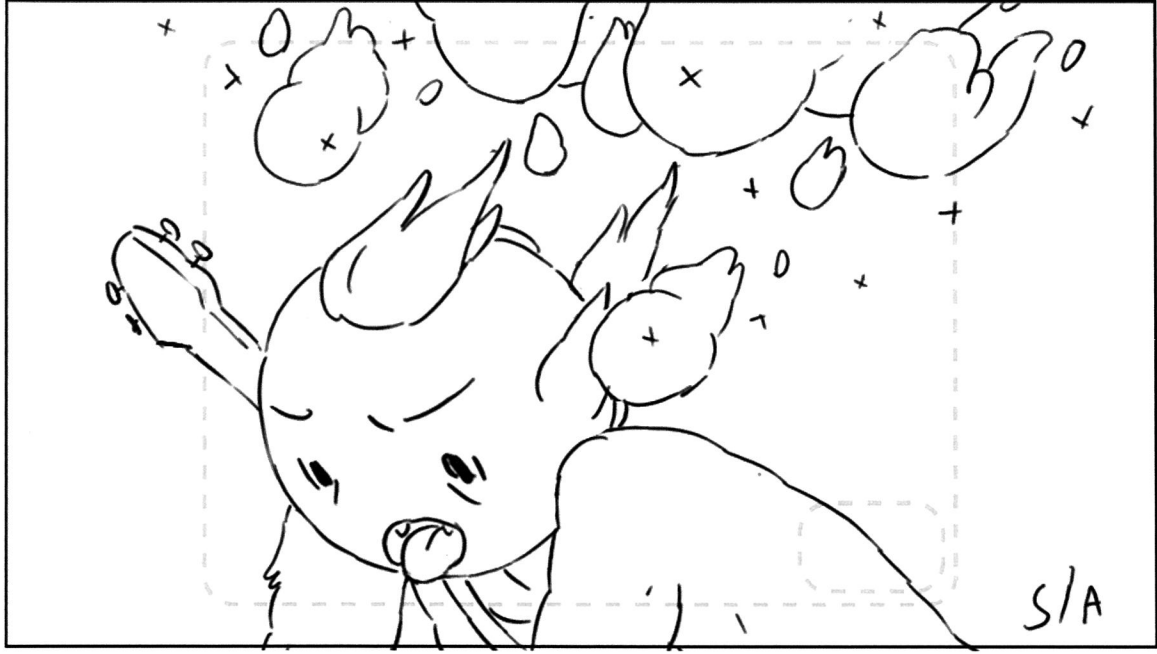



Sc. 46	Pnl. A	Bg.	day night	Sc. 47	Pnl. A	Bg.	day night

Dialog:
Action: -M. LOSES BALANCE/ CONTINUES FORWARD. - M. FALLS ON/S.
Timing:

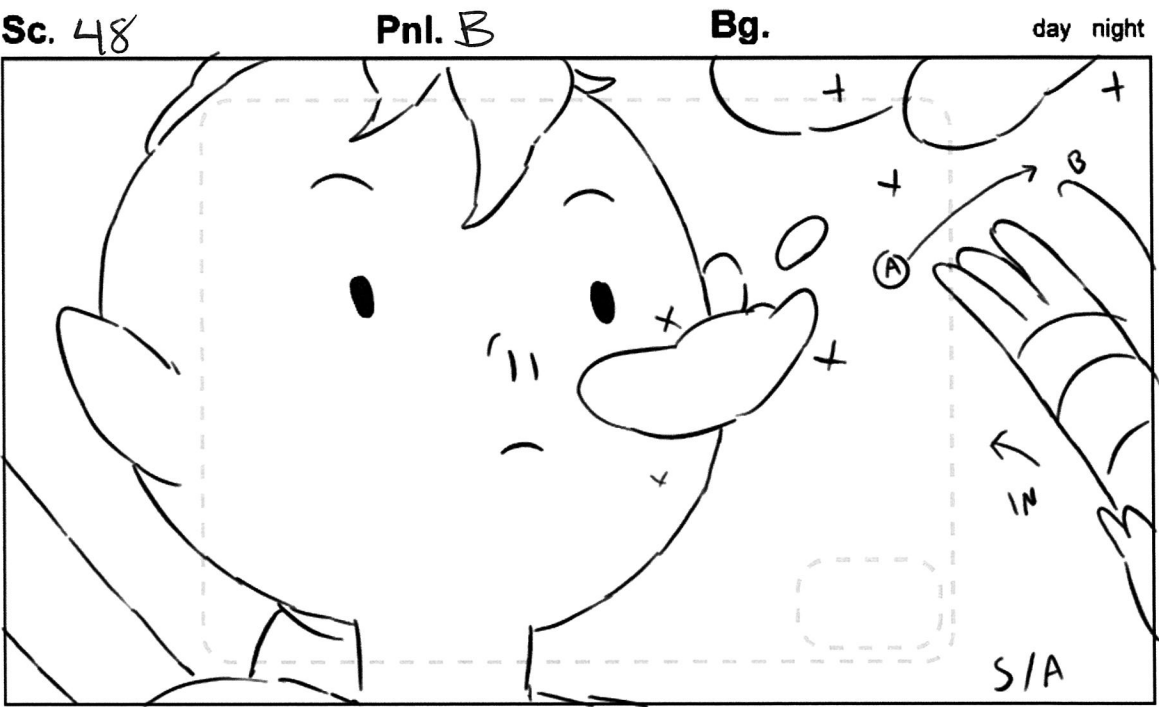
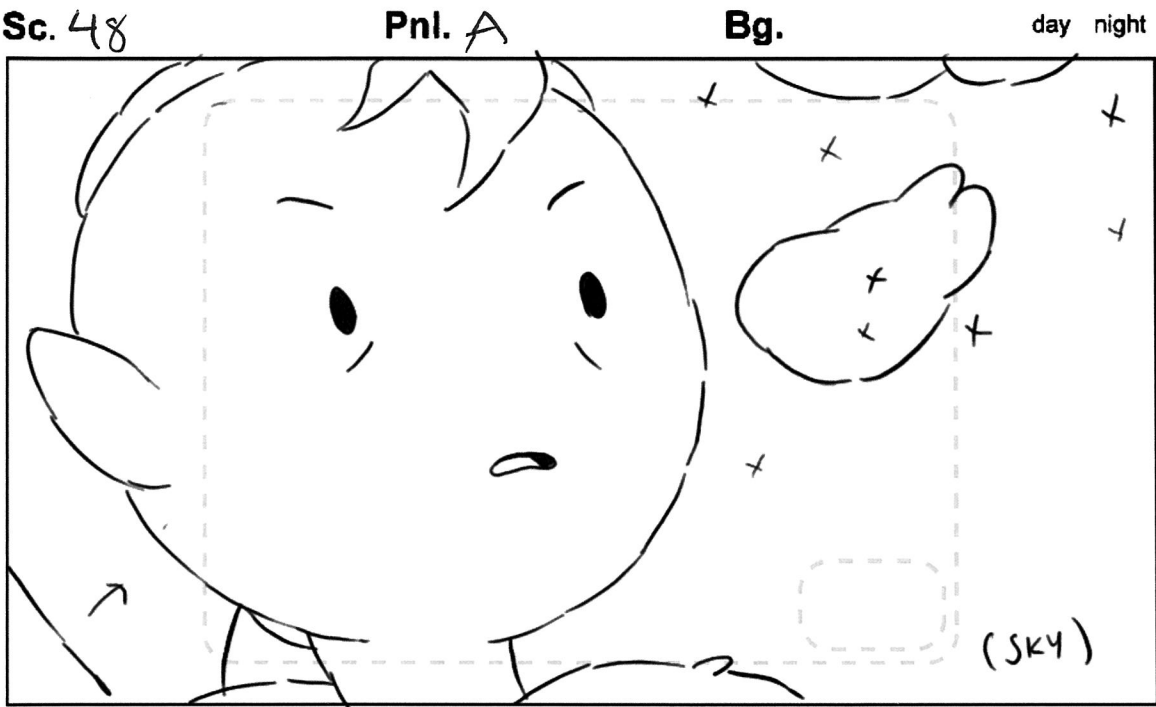
ADVENTURE TIME



Sc. 47	Pnl. B	Bg.	day night	Sc. 47	Pnl. C	Bg.	day night
							
S/A				S/A			

Dialog:	<u>m</u> : [COUGHING]	<u>m</u> : HUH?
Action:	- CLOUD of GLITTER GLOWS.	
Timing:		

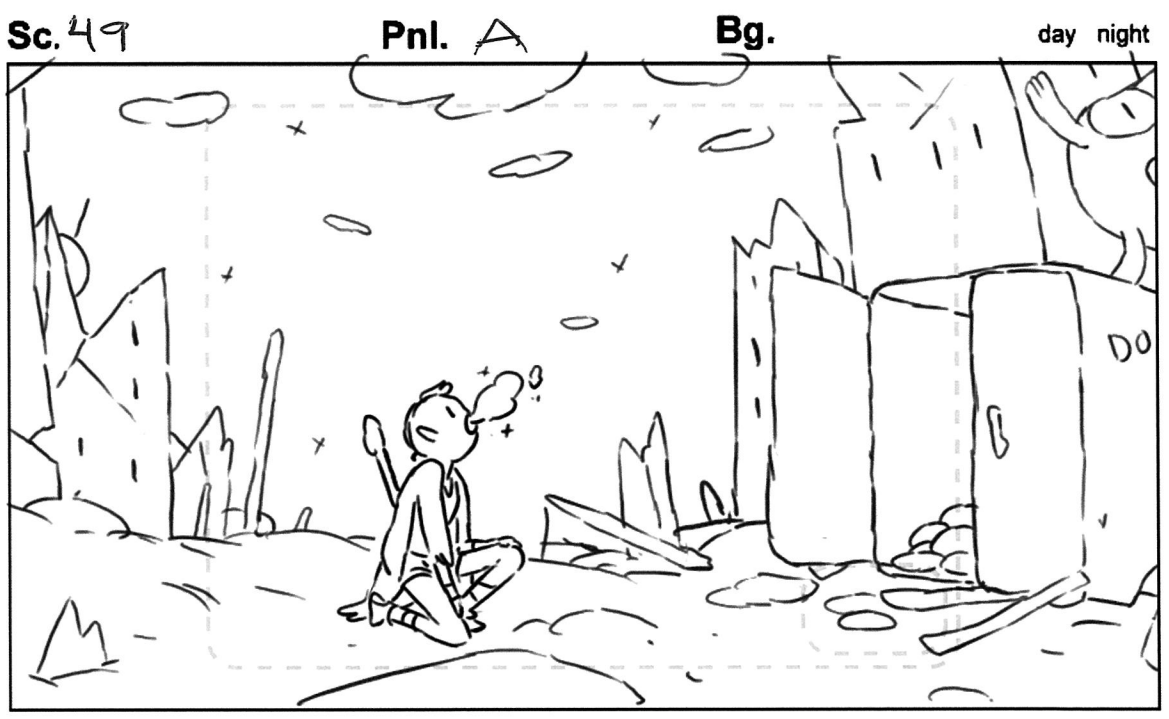
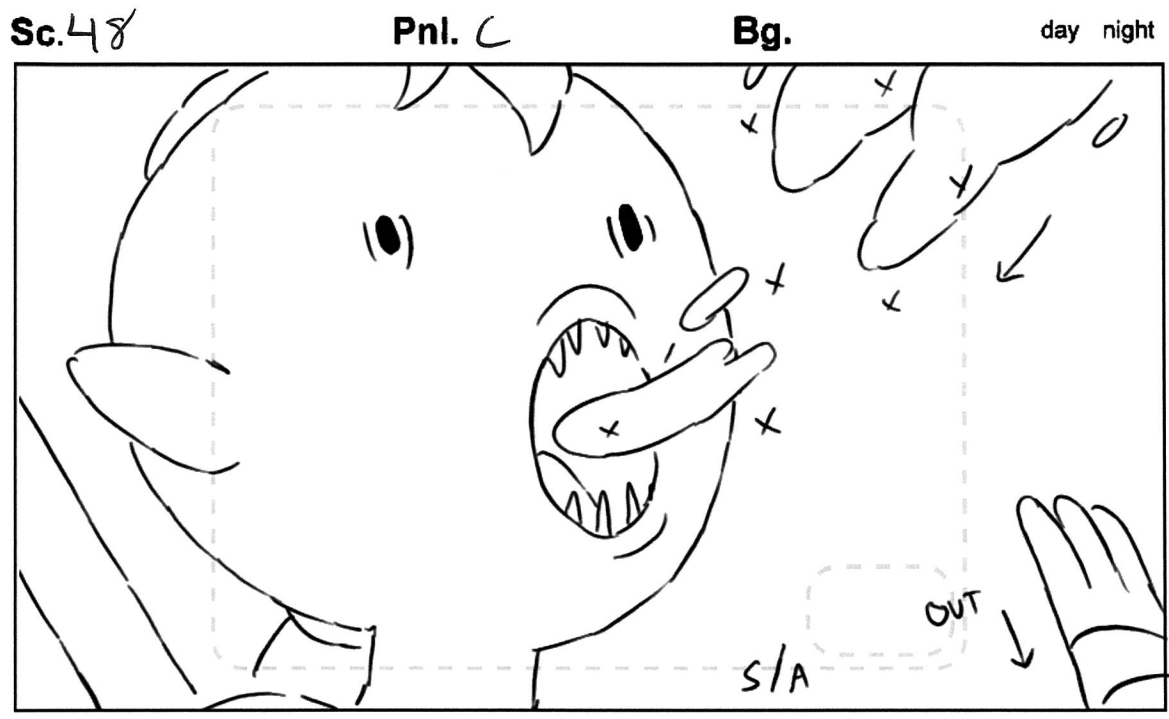
ADVENTURE TIME



Dialog:	<u>M:</u> [SNIFFING]
Action:	- M. EXAMINES GLOWING DUST. - WAFTING "DUST"
Timing:	

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ADVENTURE TIME



Dialog:
SFX: * SUKKKK! *
Action:
-M. INHALES GLOWING CLOUD.
Timing:

ADVENTURE TIME



Page 75

Sc. 49

Pnl. B

Bg.

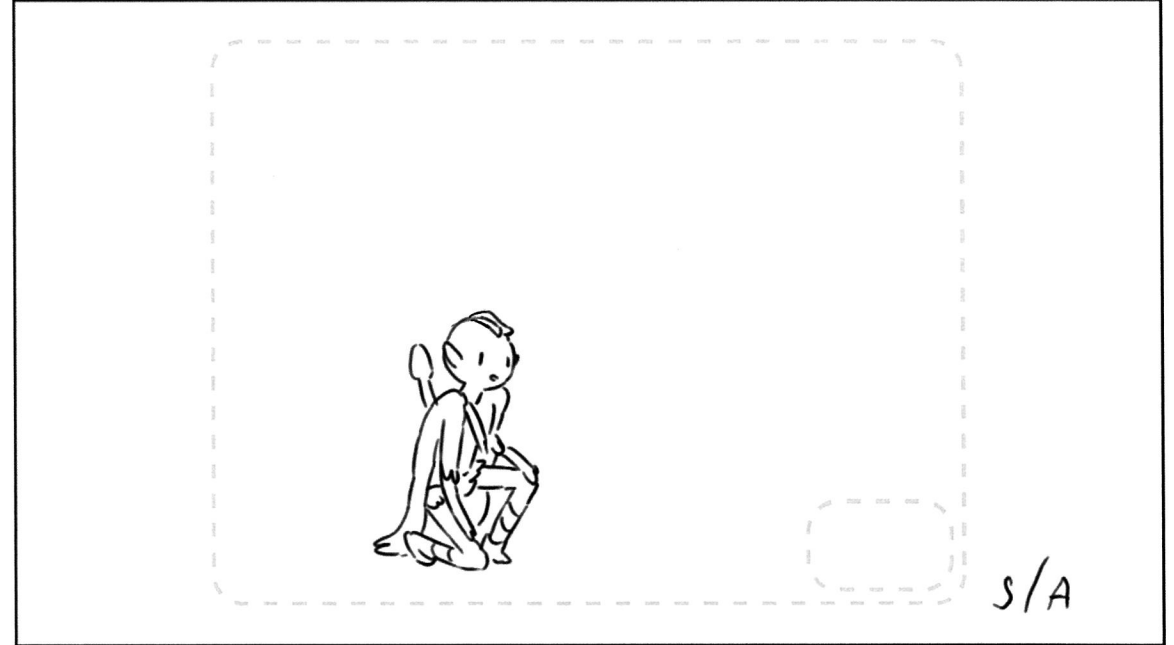
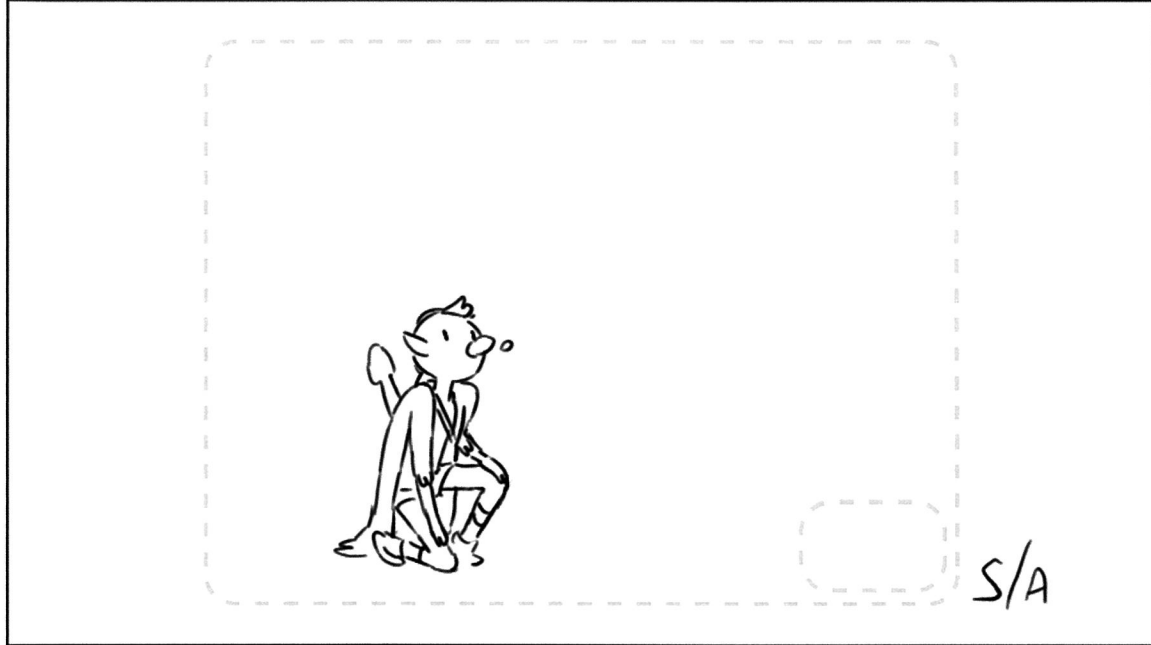
day night

Sc. 49

Pnl. C

Bg.

day night



Dialog:

Action:

- M. FINISHES INHALING GLITTER CLOUD.

Timing:

1034-213

EPISODE #

Production :

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ADVENTURE TIME



Sc. 49A Pnl. A Bg. day night

Sc. 49A Pnl. B Bg. day night

Dialog:

(FOOL:) * LAUGHTER* (distant, ghostly)

Action:

(B1)

- Marceline feels the power of the Fool rush through her.

- Translucent laughing fool fades in as he grows quickly larger, then fades out.

Timing:

- M. CLOSES HER EYES.

1034-214

EPISODE #

Production :

ADVENTURE TIME



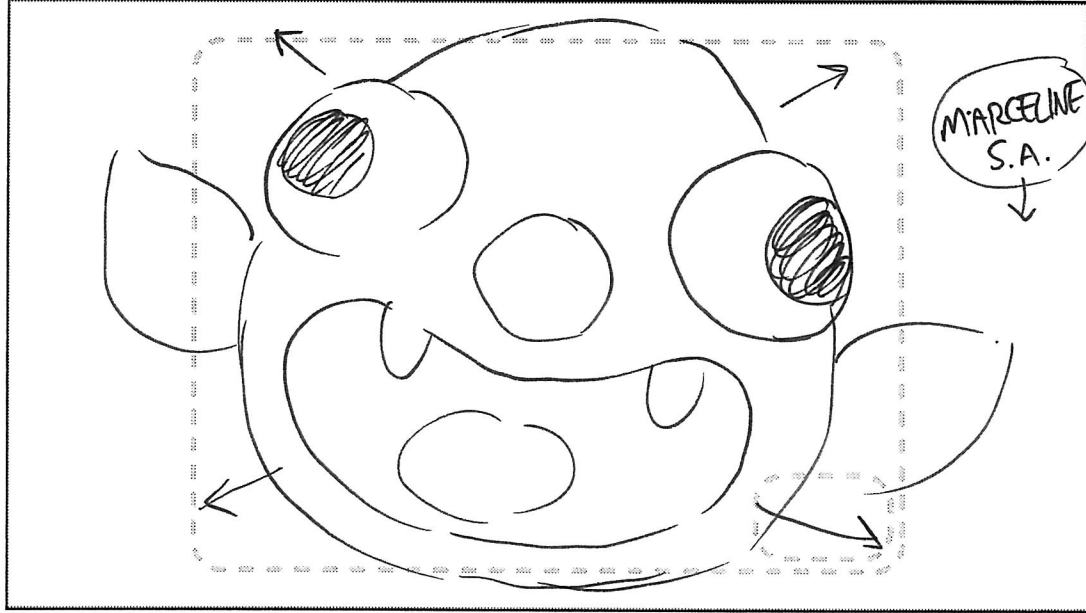
Page 75B

Sc. 49A

Pnl. C

Bg.

day night

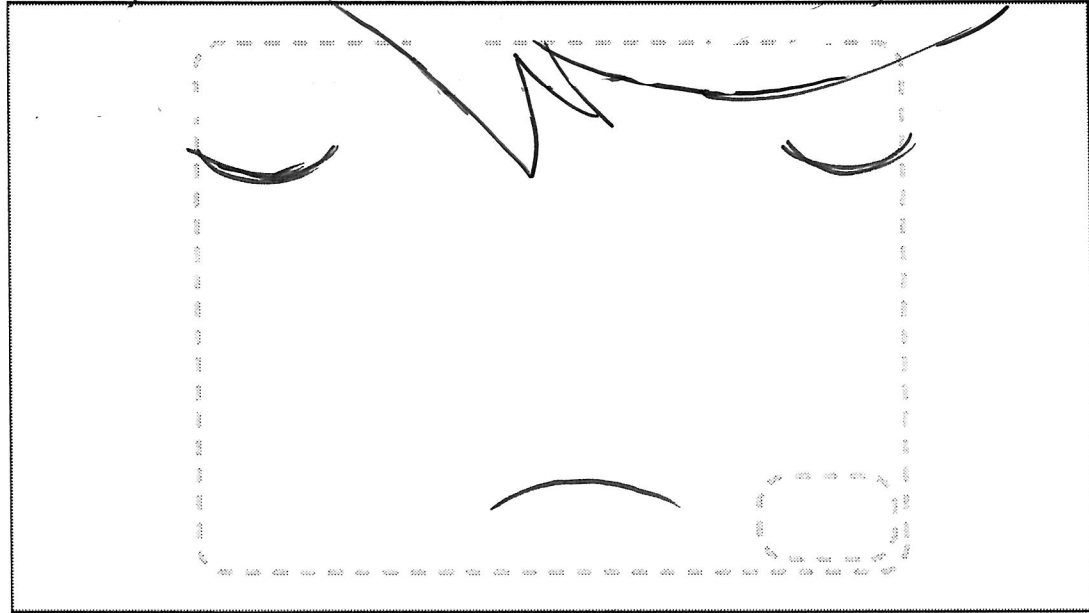


Sc. 49A

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

1034-214 # EPISODE

Production :

ADVENTURE TIME

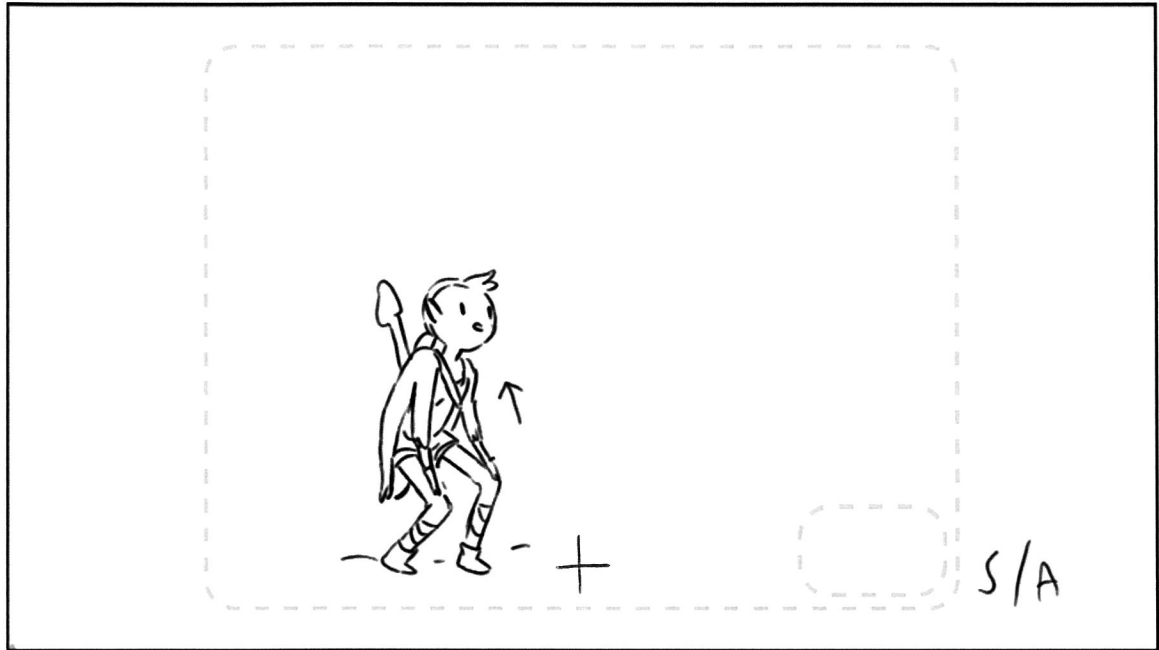


Sc. 49 B

Pnl. A

Bg.

day night

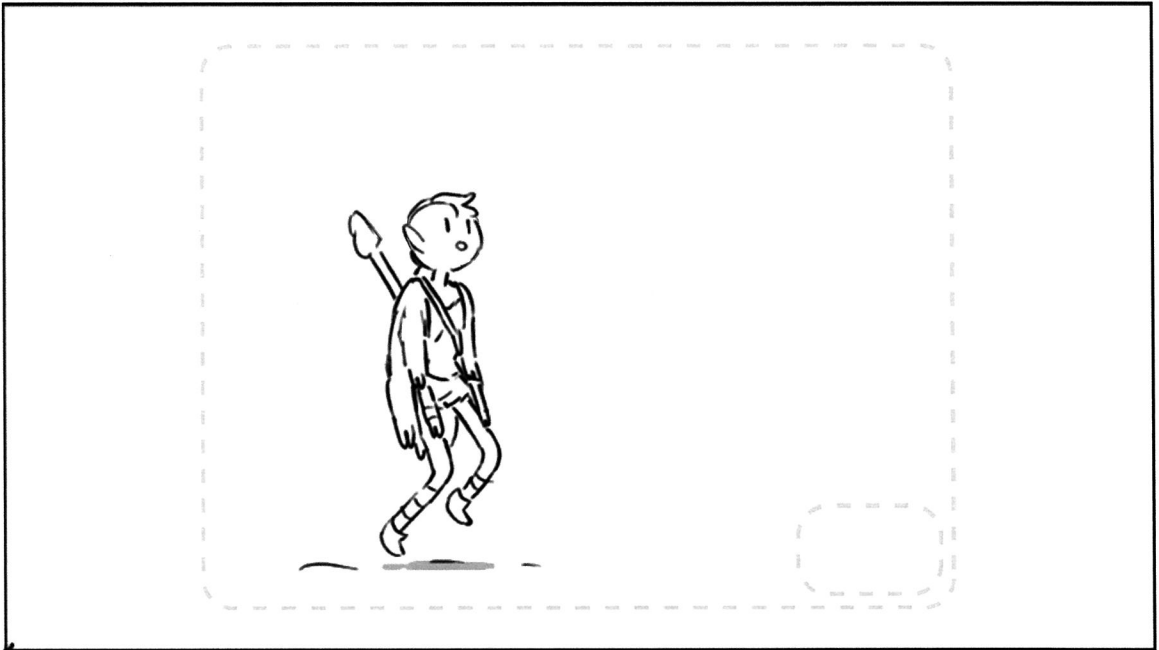


Sc. 49 B

Pnl. B

Bg.

day night



Dialog:		<u>m</u> : OH...	
Action:	- M. STANDS UP S.P. (AI)	- M. STARTS FLOATING	
Timing:			



1034-213

EPISODE #

Production :

ADVENTURE TIME

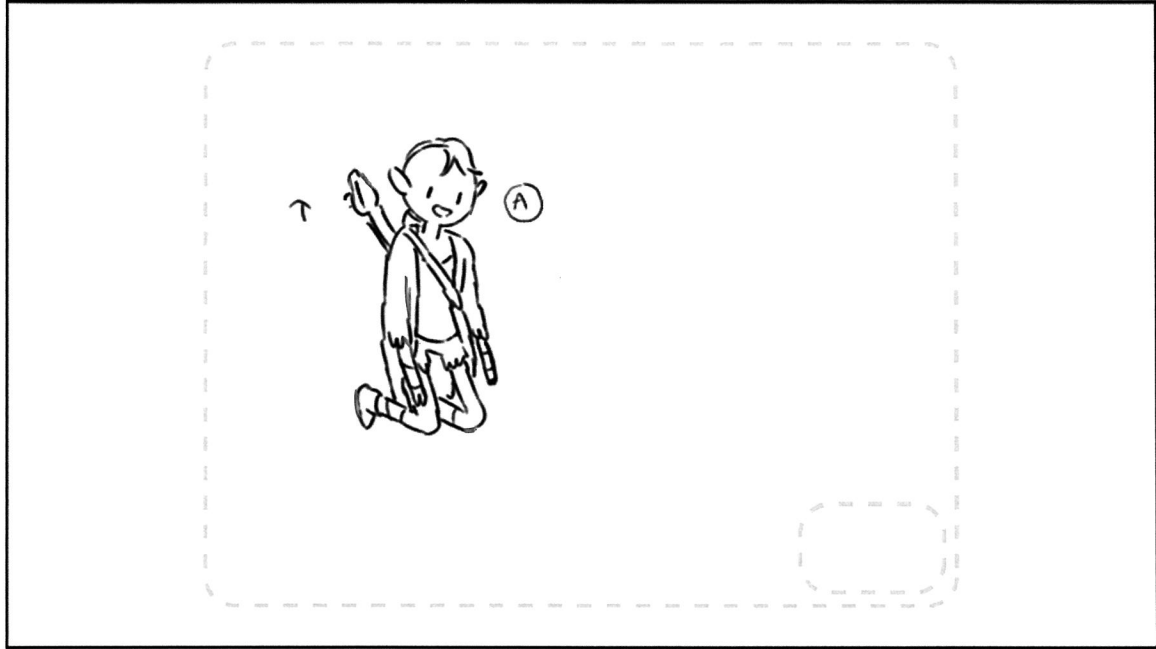


Sc. 49B

Pnl. C

Bg.

day night



Sc. 50

Pnl. A

Bg.

day night



Dialog:	M: COOL
Action:	(B) - M. HOVERS IN PLACE.
Timing:	



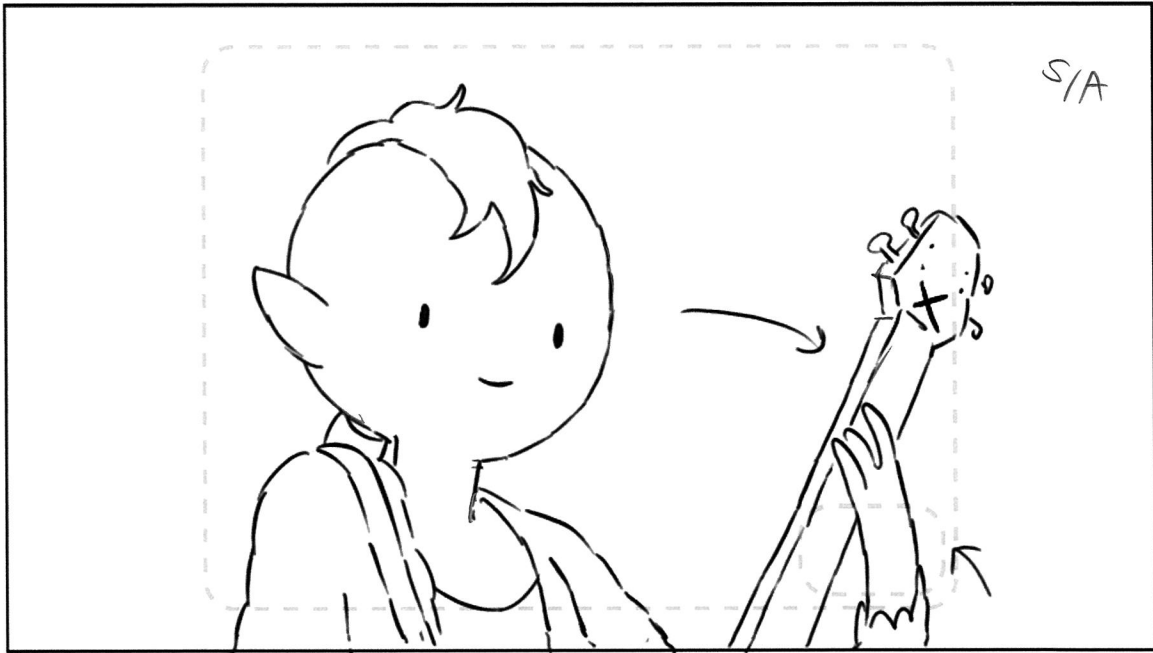
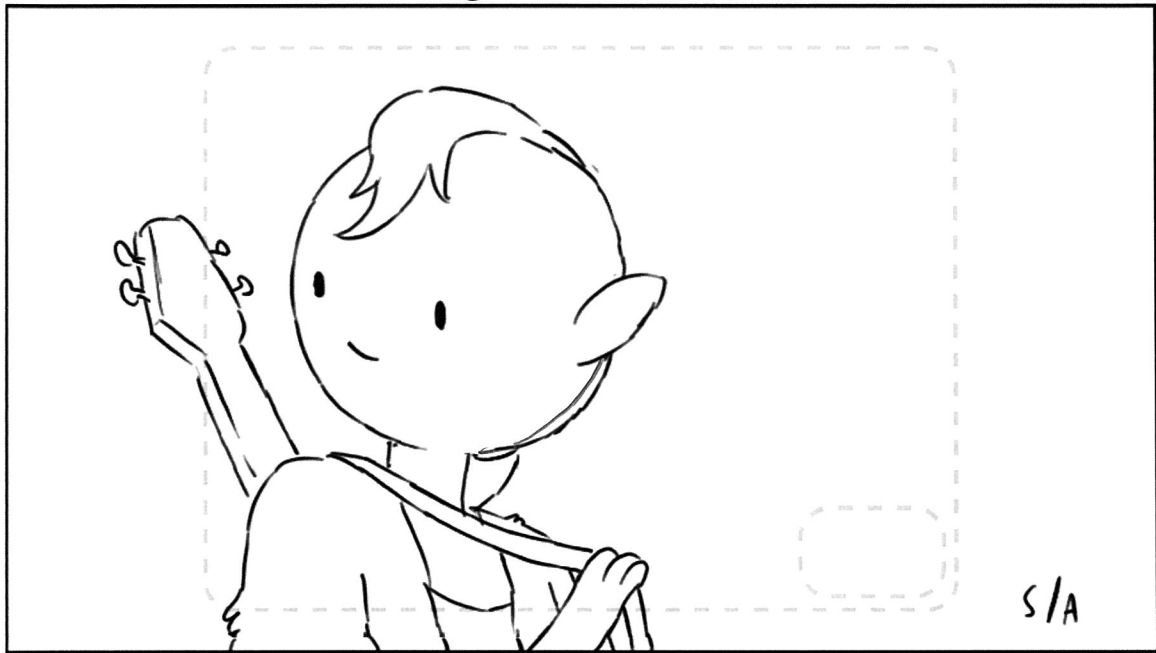
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ADVENTURE TIME



Page 78

Sc. 50 Pnl. B Bg. day night Sc. 50 Pnl. C Bg. day night



Dialog:

Action: -M. PULLS OFF BASS

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 51	Pnl. A	Bg.	day night	Sc. 51	Pnl. B	Bg.	day night

Dialog:	SFX: NASTY SCRATCHY SOUND.
Action:	- M. SCRATCHES A MARK IN BASS.
Timing:	

EPISODE # 1034-213
Production :

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ADVENTURE TIME

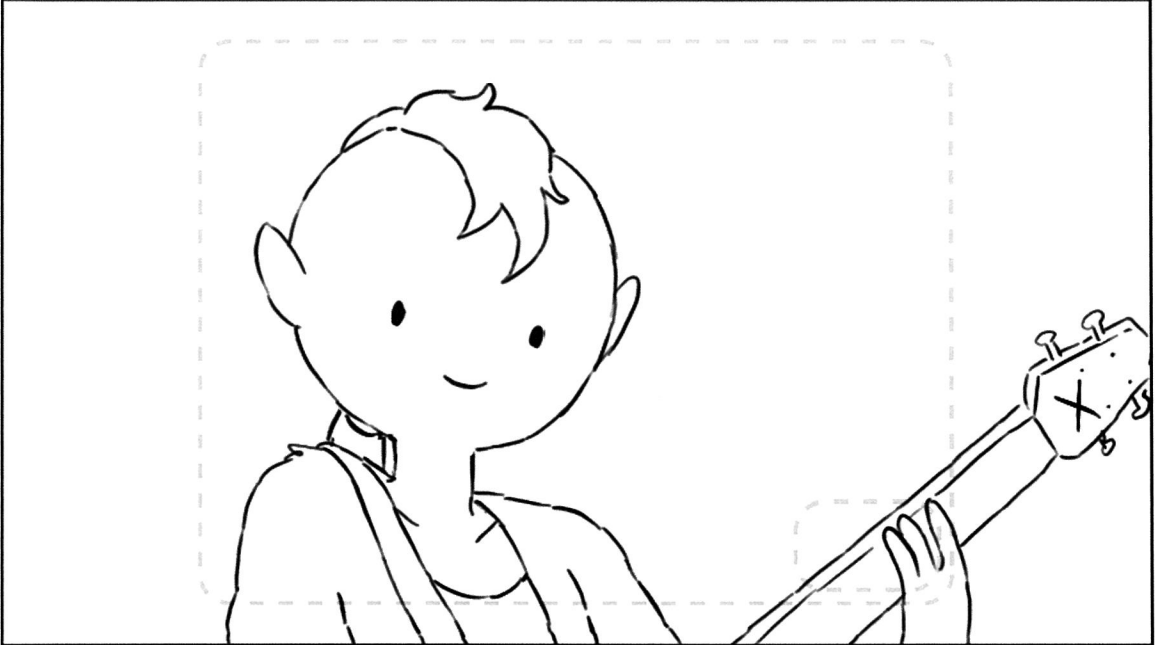


Sc. 52

Pnl. A

Bg.

day night



Sc. 52

Pnl. B

Bg.

day night



Dialog:	<u>M</u> : SWEET MUSIC TO MY EARS
Action:	-M. STARTS FLOATING FORWARD. ADJ. BACKGROUND
Timing:	

1034-213
EPISODE #
Production :

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ADVENTURE TIME

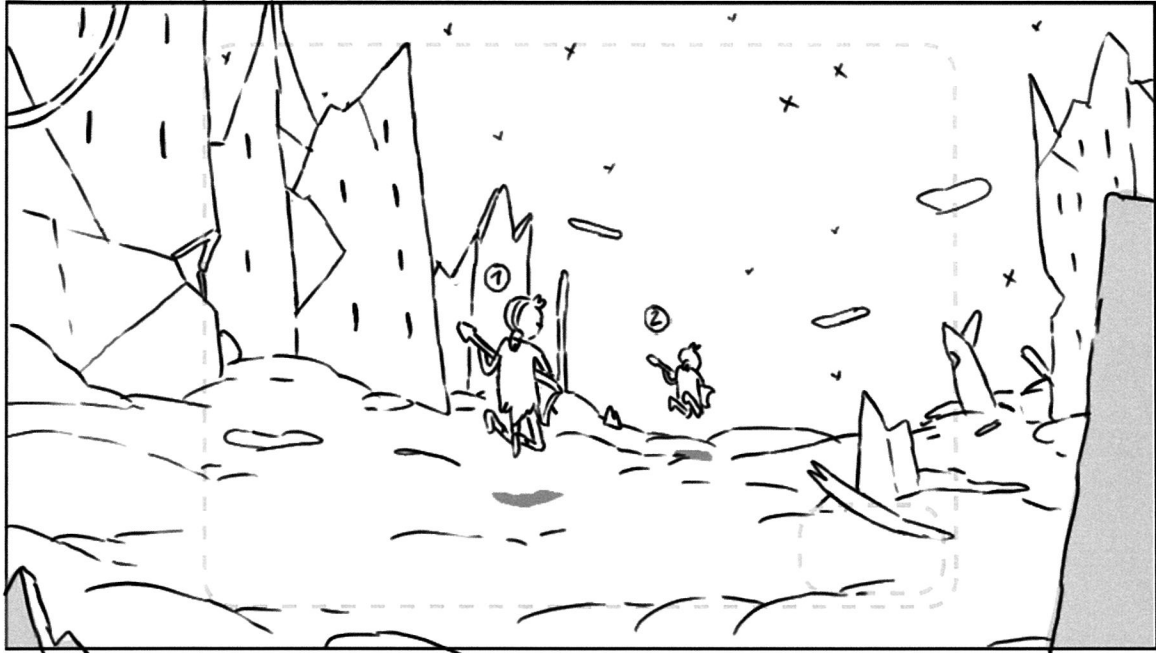


Sc. 53

Pnl. A

Bg.

day night



Sc. 53

Pnl. B

Bg.

day night



Dialog:

(SFX: TUNING BASS??)

Action:

- M. FLOATS INTO DISTANCE.

- FADE TO WHITE

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 54	Pnl. A	Bg.	day night	Sc. 54	Pnl. B	Bg.	day night

Dialog:	<u>M:</u> [WHISPERS] COME ON LIL' BUN...
Action:	- M FLOATS BEHIND BUSH.
Timing:	

- FADE FROM WHITE

EPISODE # 1034-213

Production :

ADVENTURE TIME



Sc. 55

Pnl. A

Bg.

day night



Sc. 55

Pnl. B

Bg.

day night



<p>Dialog:</p> <p><u>M</u>: (WHISPERS) JUST ... TURN AROUND ...</p> <p><u>M</u>: TUUURN. AROOOOUND.</p>
<p>Action:</p>
<p>Timing:</p>

ADVENTURE TIME



Sc. 56

Pnl. A

Bg.

day night

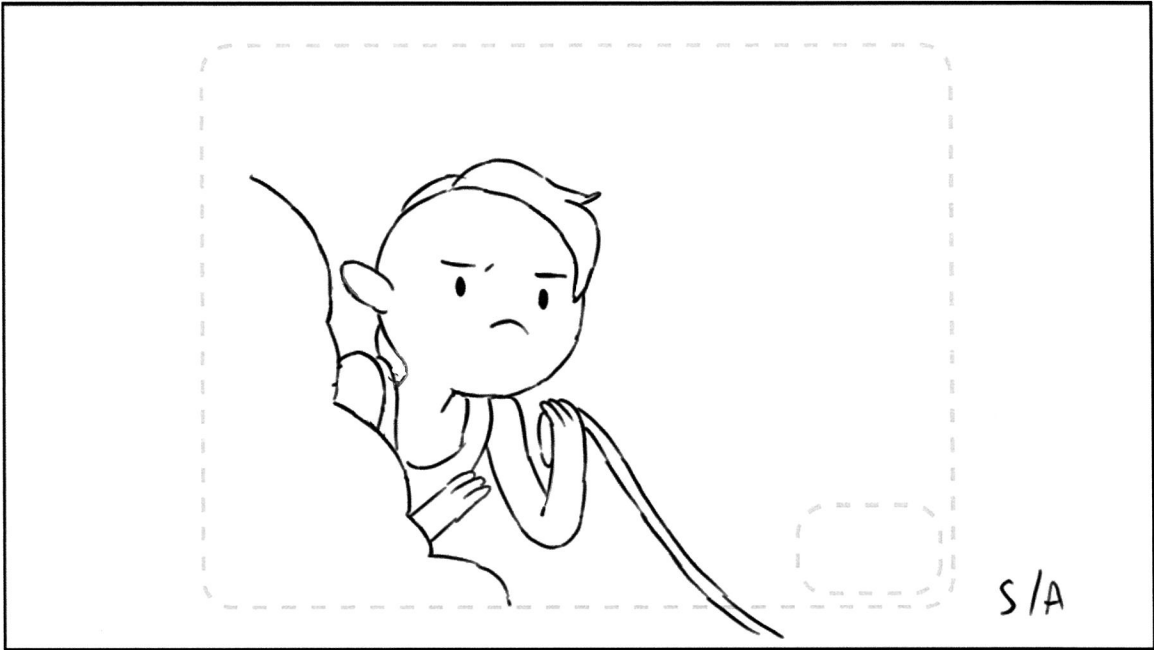


Sc. 57

Pnl. A

Bg.

day night



Dialog:

Action: -RABBIT EARS RUSTLE,

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 57

Pnl. B

Bg.

day night

Sc. 58

Pnl. A

Bg.

day night

Dialog:

M: STUPID ANIMAL.

Action:

- M. HAULS IN SNARE AND BACKS OFF/S.

- BASS IN STUMP.
- POODLE 'SCHWABL'
SLEEPS IN B6.

Timing:

ADVENTURE TIME

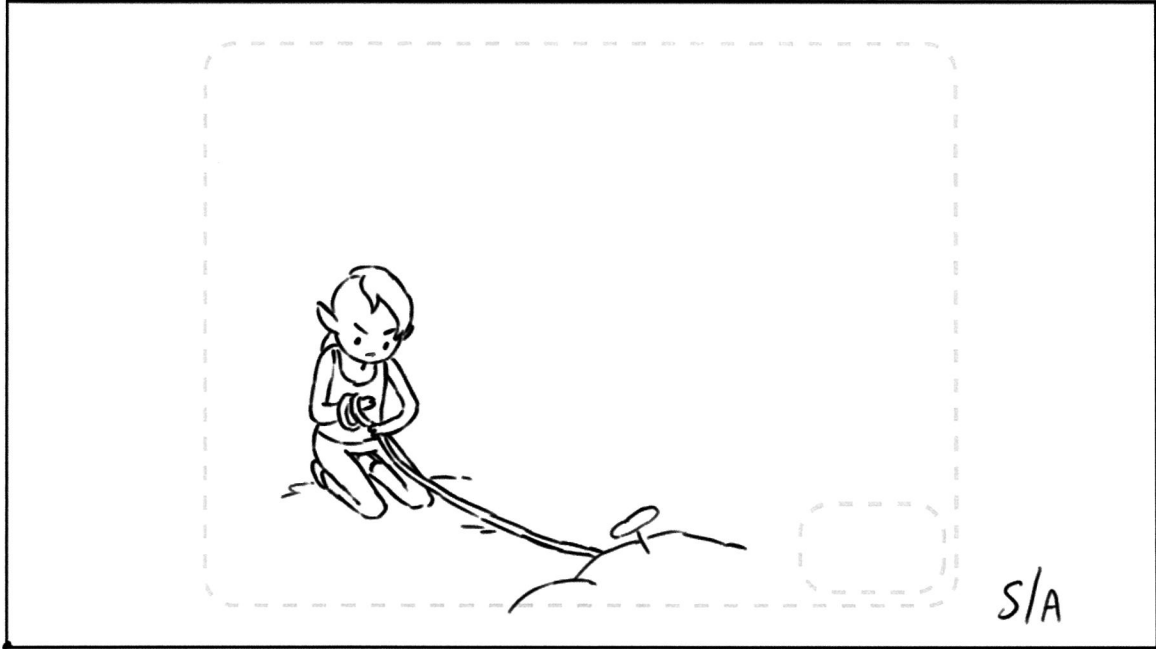


Sc. 58

Pnl. B

Bg.

day night

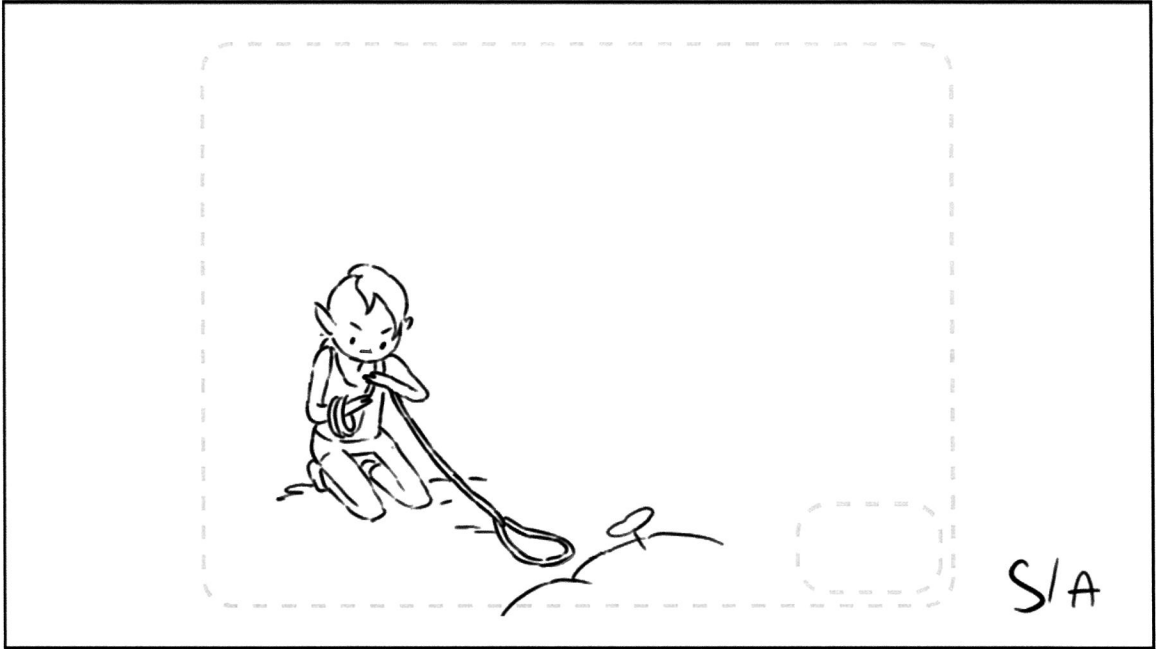


Sc. 58

Pnl. C

Bg.

day night



Dialog:

Action:

-M. REELS IN LINE

Timing:



ADVENTURE TIME

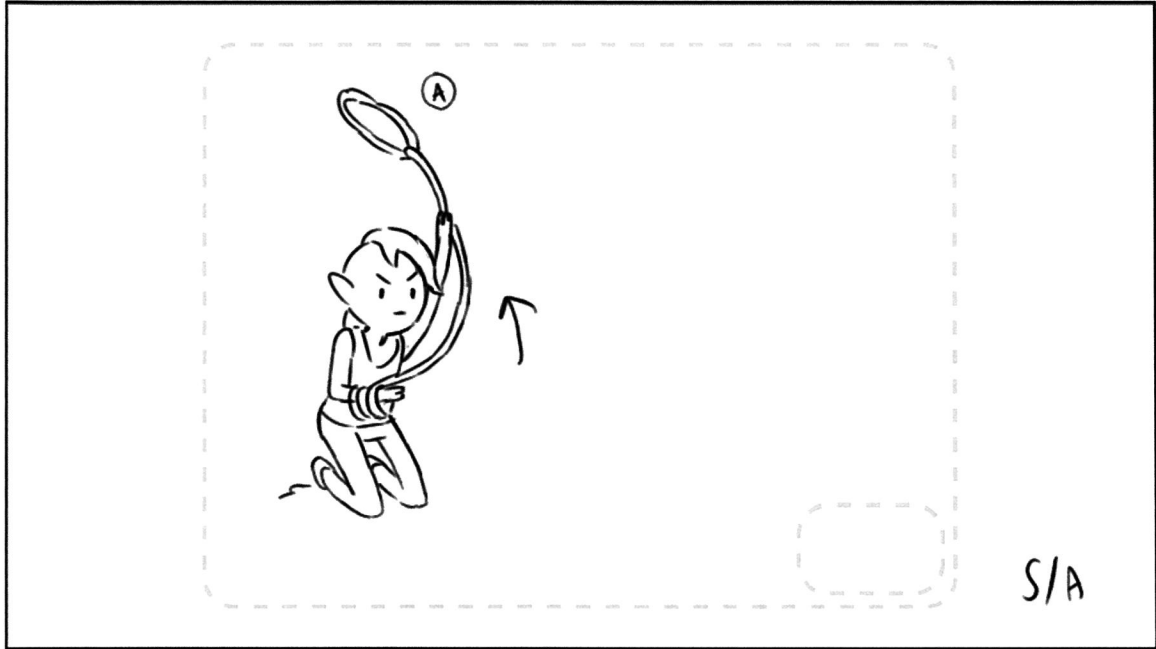


Sc. 58

Pnl. D

Bg.

day night



Sc. 59

Pnl. A

Bg.

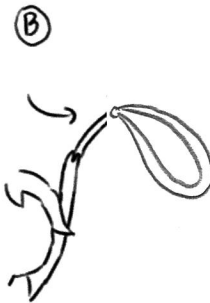
day night



Dialog:

Action:

Timing:



-M. WHIPS SNARE
BACK LIKE LASSO

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 59	Pnl. B	Bg.	day night	Sc. 59	Pnl. C	Bg.	day night

Dialog:
Action: - LASSO FLIES ON/S. - LASSO LANDS ON RABBIT EARS
Timing:

1034-213
EPISODE #
Production :

ADVENTURE TIME



Sc. 59	Pnl. D	Bg.	day night	Sc. 60	Pnl. A	Bg.	day night

Dialog:	<u>BOY</u> : WAA!
Action:	- BOY IN RABBIT HAT TURNS.
Timing:	

1034-213
EPISODE #
Production :

ADVENTURE TIME



Sc. 60

Pnl. B

Bg.

day night

S/A

Sc. 60

Pnl. C

Bg.

day night

S/A

Dialog:

M: AHH! I'M SORRY!

SFX: * SKSHH,!*

Action:

-M. POPS OUT FROM BETWEEN BUSHES

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME

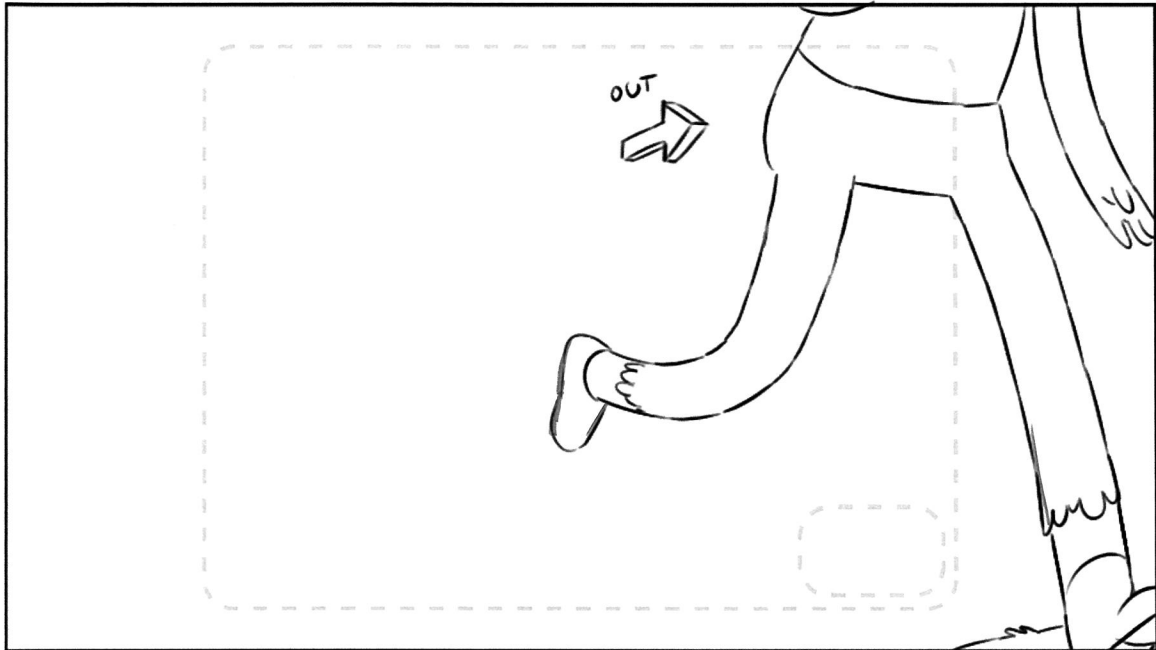


Sc. 60

Pnl. D

Bg.

day night

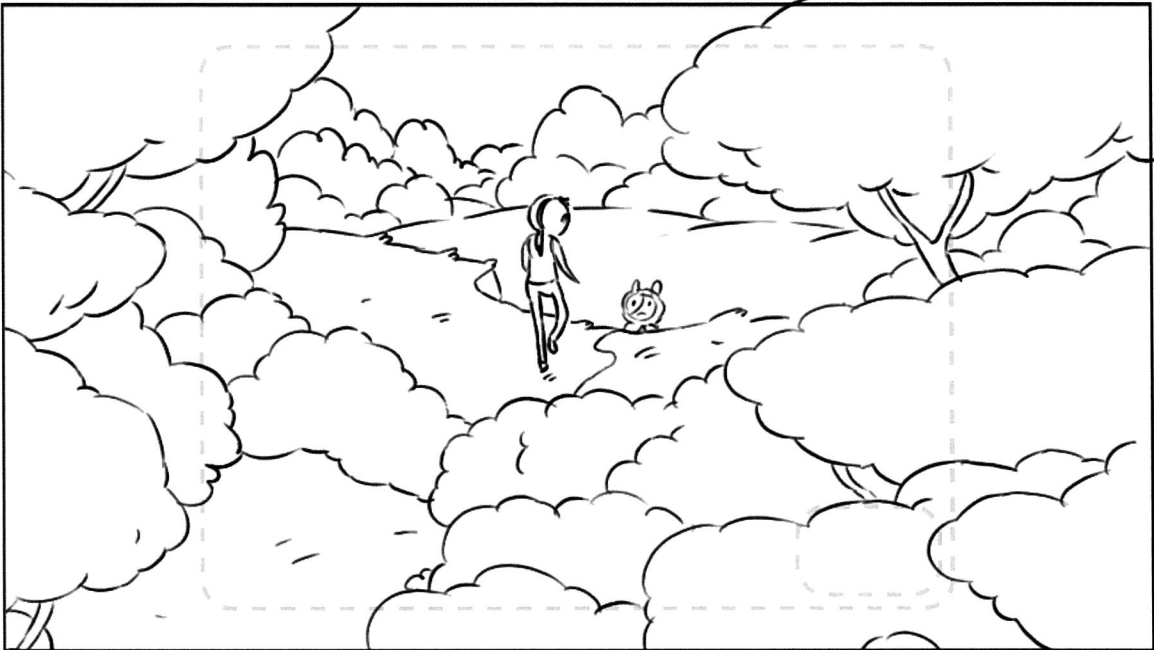


Sc. 61

Pnl. A

Bg.

day night



Dialog:

Action: - M. RUNS FORWARD OFF/S. - M. APPROACHES BOY.

Timing:



ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
61	B								

Dialog:
Action: -M. SQUATS DOWN.
Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



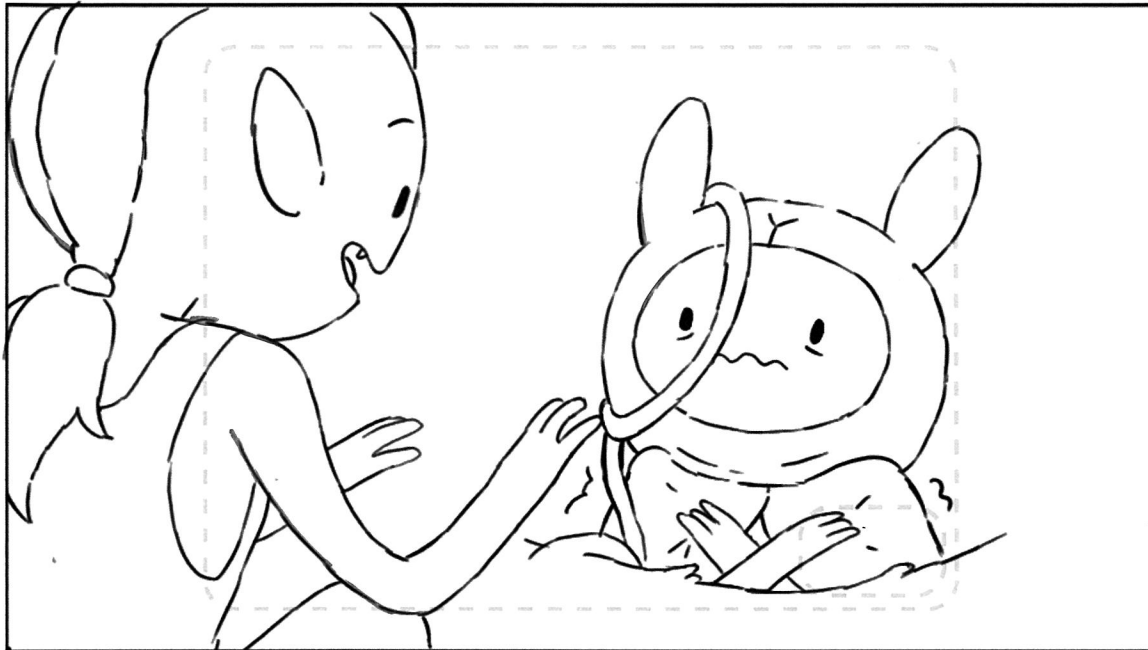
Page 93

Sc. 62

Pnl. A

Bg.

day night

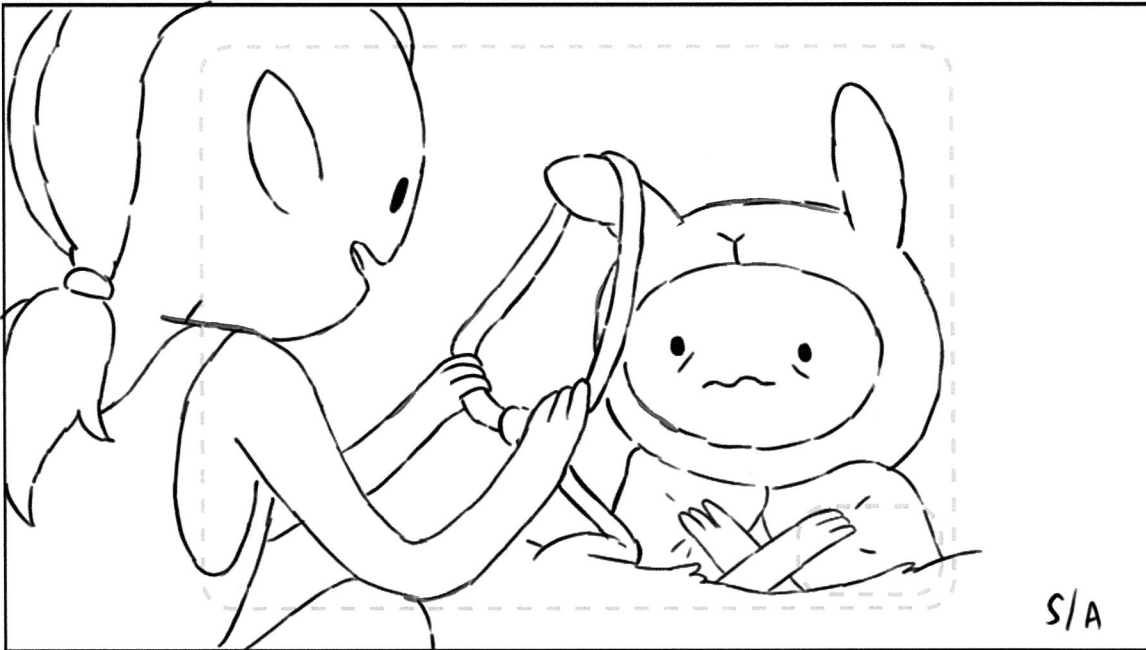


Sc. 62

Pnl. B

Bg.

day night



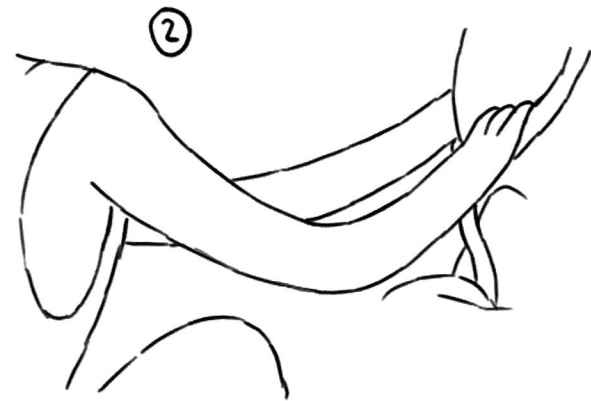
Dialog:

M: HOLD STILL.

Action:

-BOY SHIVERS

Timing:



M: THERE YOU GO

EPISODE # 1034-213

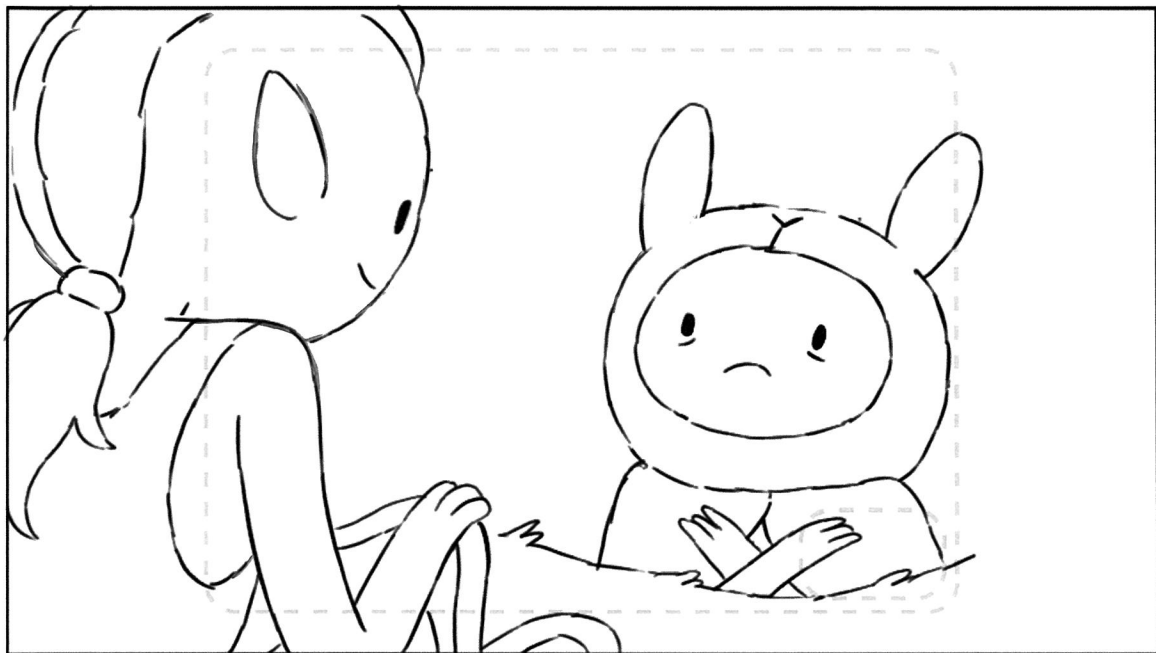
Production :

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ADVENTURE TIME



Sc. 62 Pnl. C Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog:	<u>M</u> : SEE, IT'S O.K.
Action:	-M PULLS OFF LASSO.
Timing:	

EPISODE # 1034-213
Production :

ADVENTURE TIME

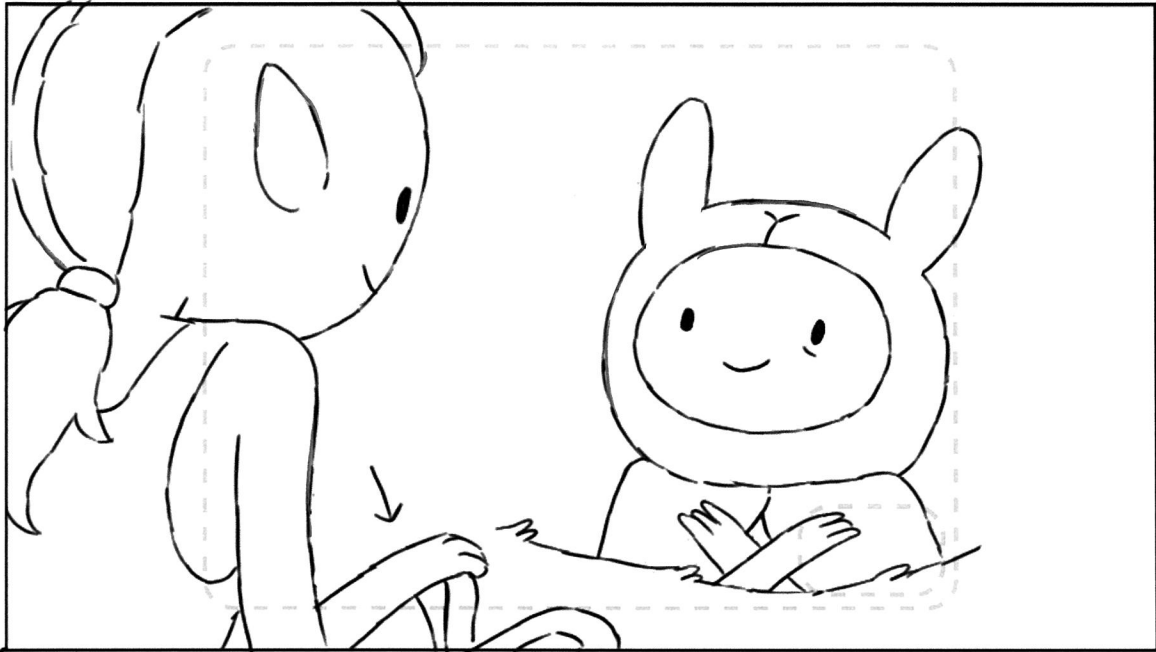


Sc. 64

Pnl. A

Bg.

day night

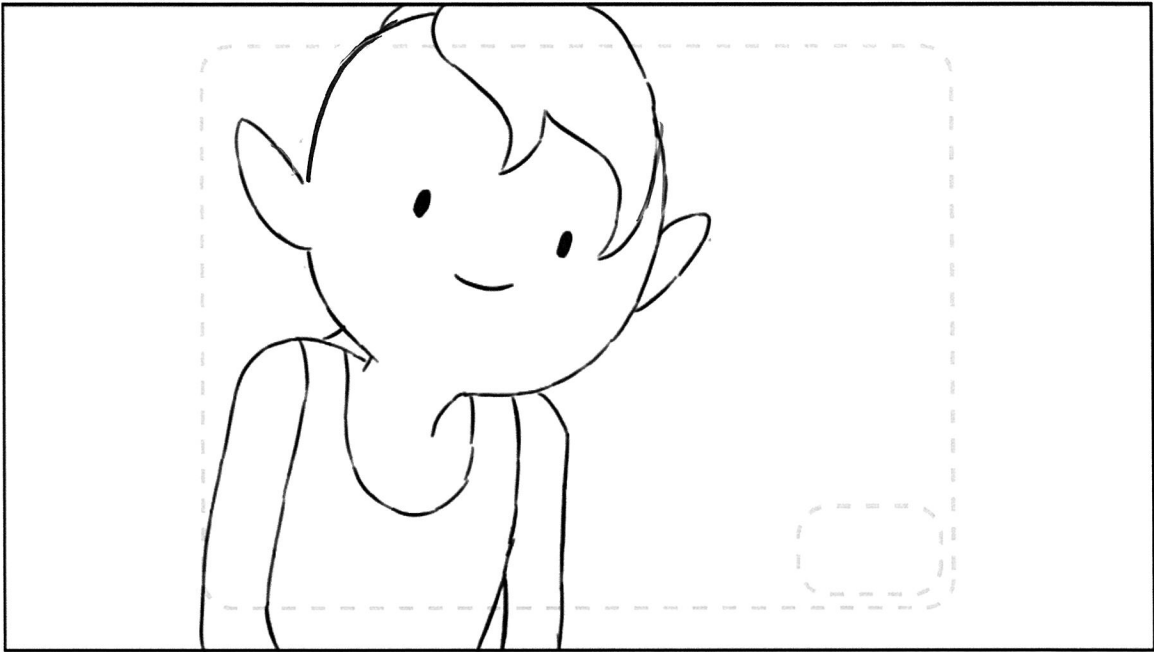


Sc. 65

Pnl. A

Bg.

day night



Dialog:

Action: BOY SMILES.

Timing:

ADVENTURE TIME

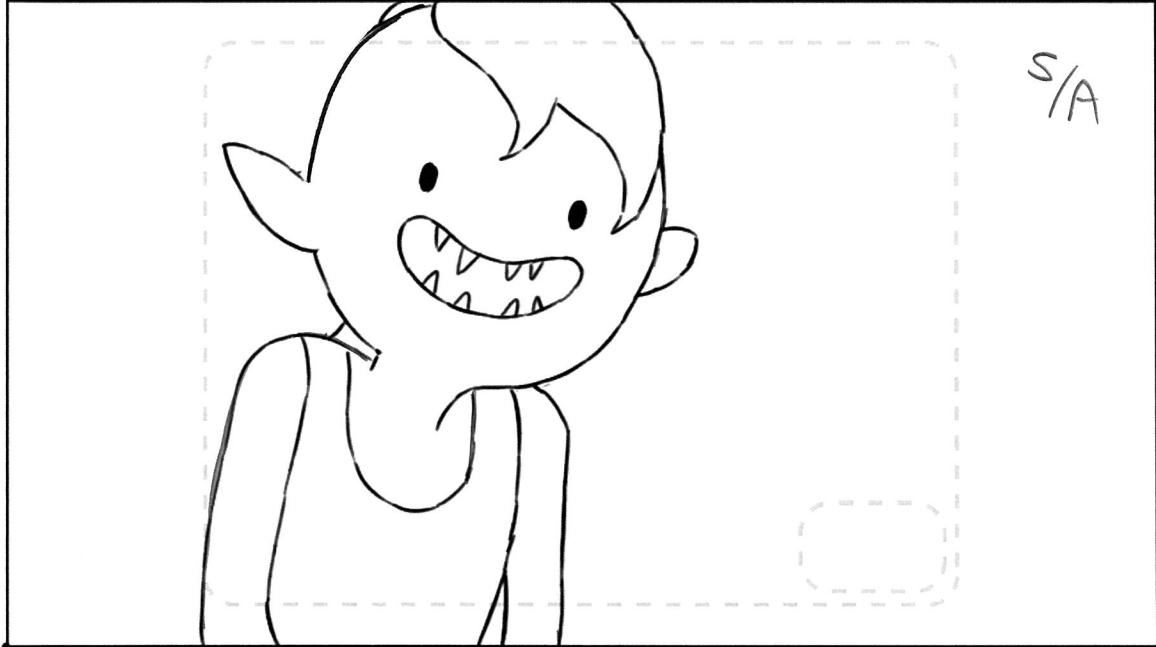


Sc. 65

Pnl. B

Bg.

day night

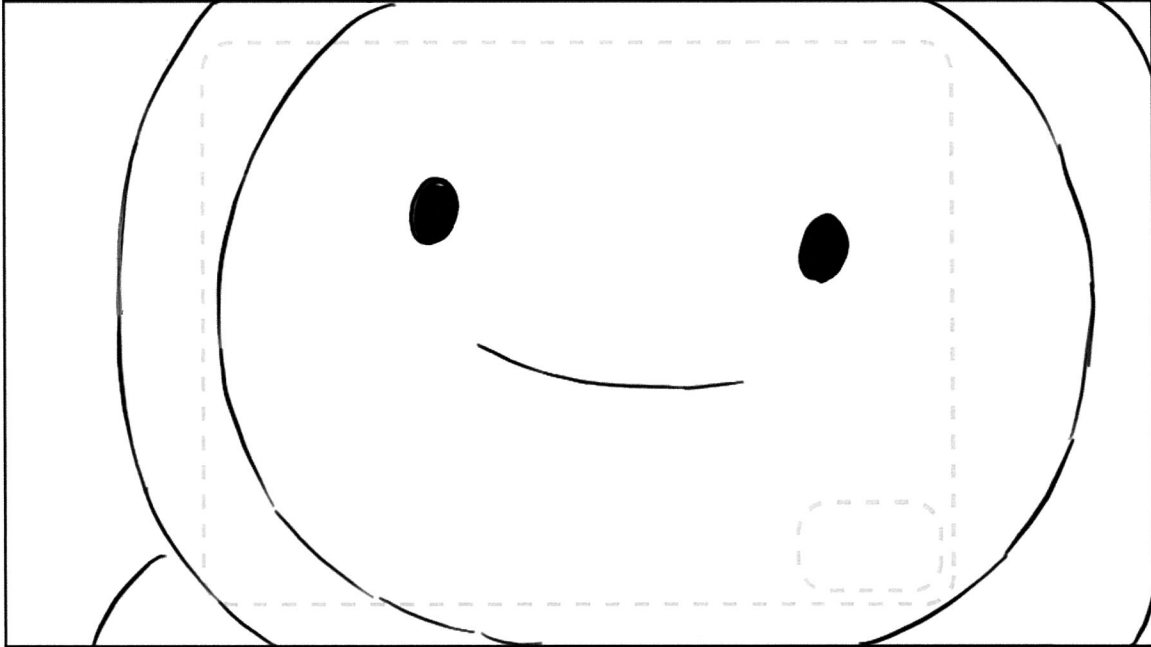


Sc. 66

Pnl. A

Bg.

day night



Dialog:
Action: - M. SMILES AND FLASHES SHARP TEETH.
Timing:

ADVENTURE TIME



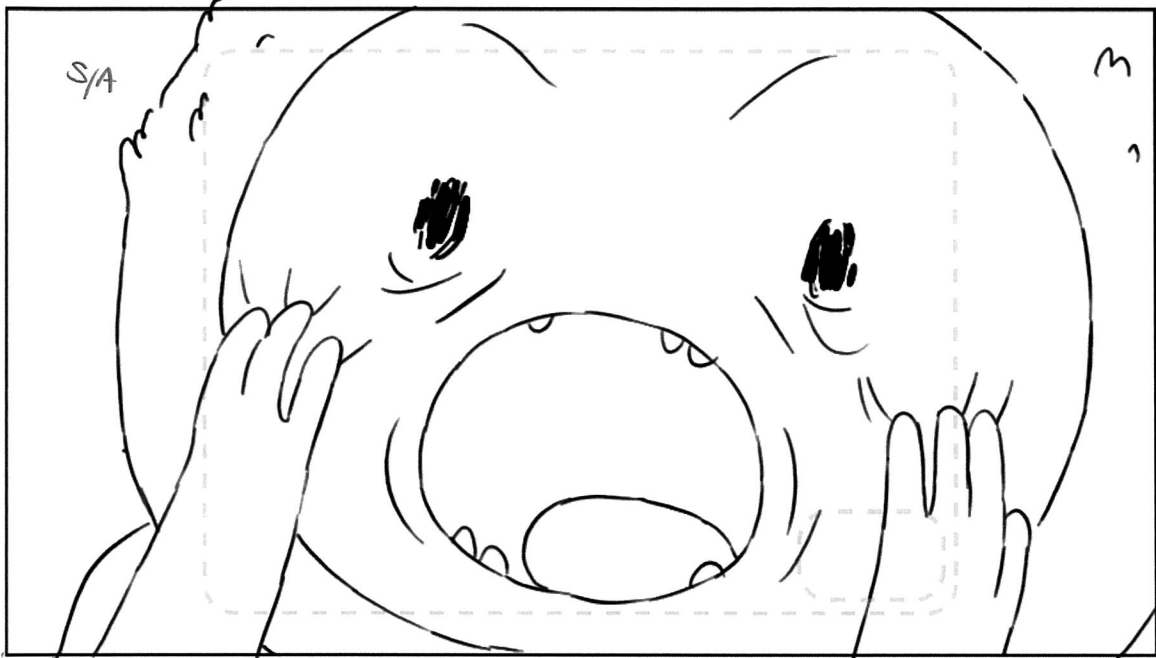
Page 97

Sc. 66

Pnl. B

Bg.

day night

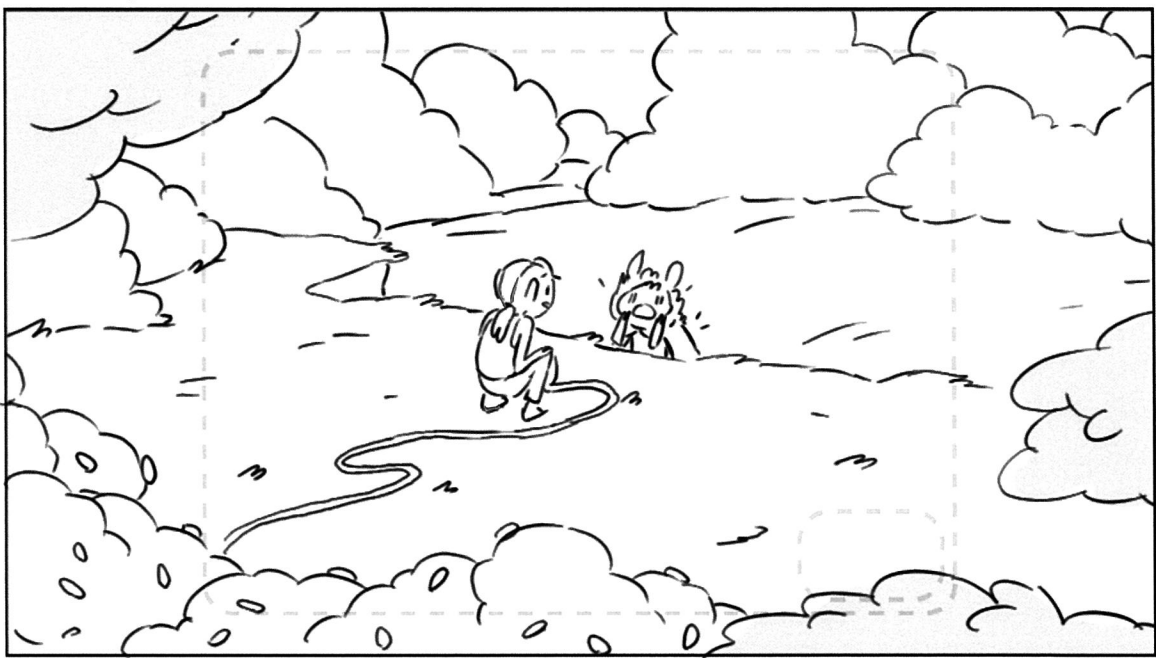


Sc. 67

Pnl. A

Bg.

day night



Dialog:

Boy: [SHRIEK] _____

Action:

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME

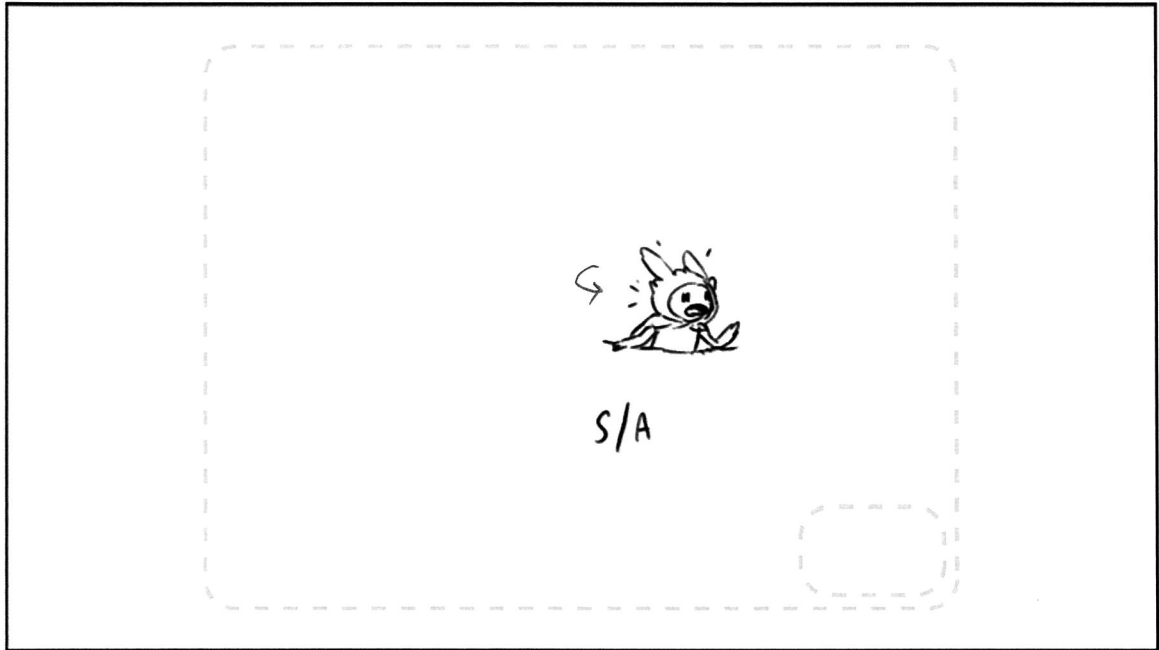


Sc. 67

Pnl. B

Bg.

day night

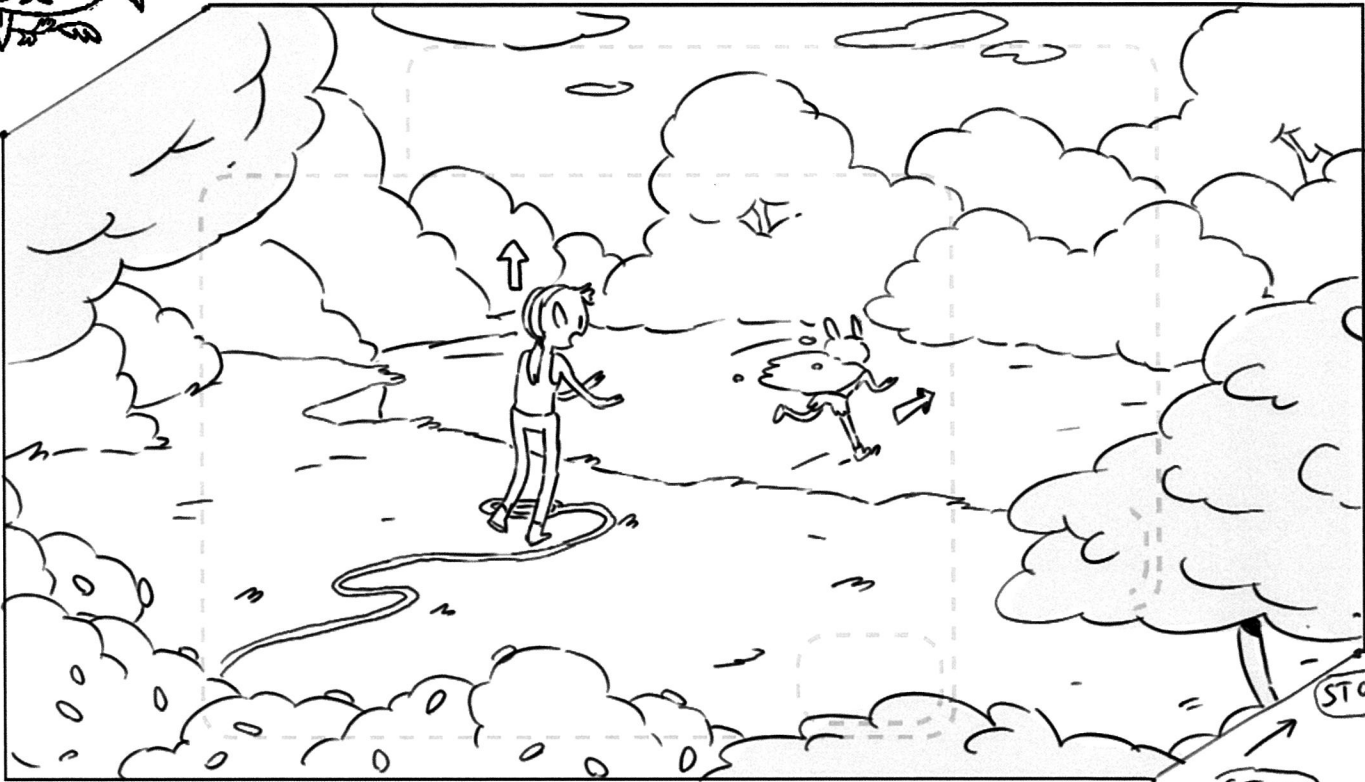


Sc. 67

Pnl. C

Bg.

day night



Dialog:

M: NO! KID!

Action:

- BOYS TURNS AND RUNS.

- M. STANDS

- BOY RUNS. ADJ. W/ACTION

Timing:

START

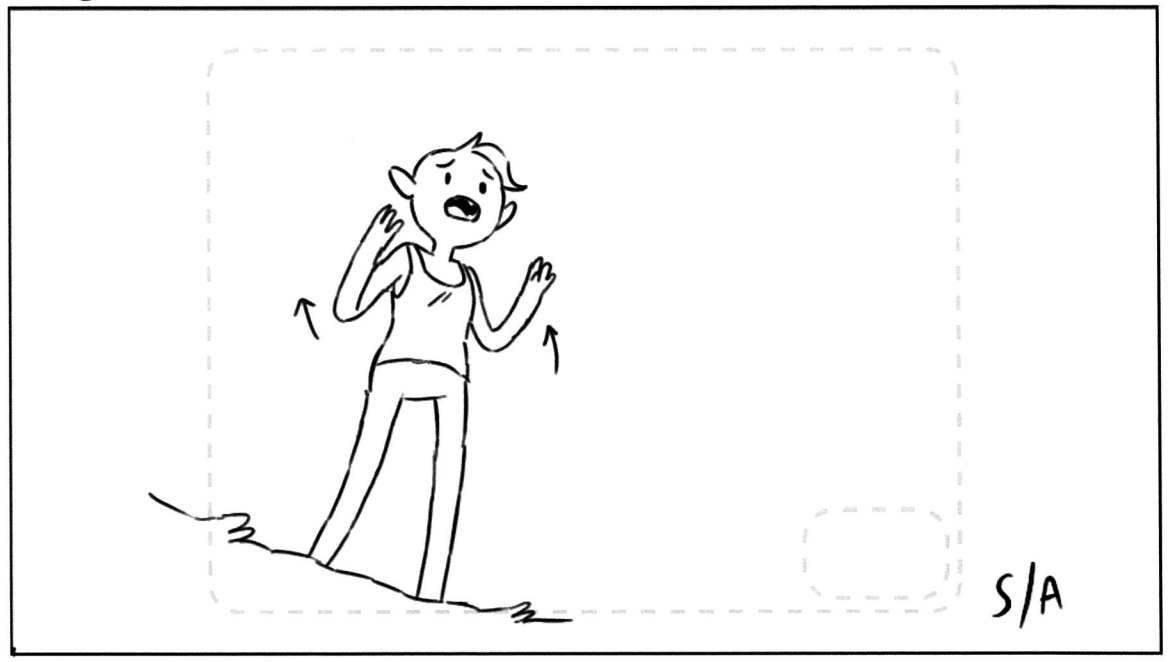
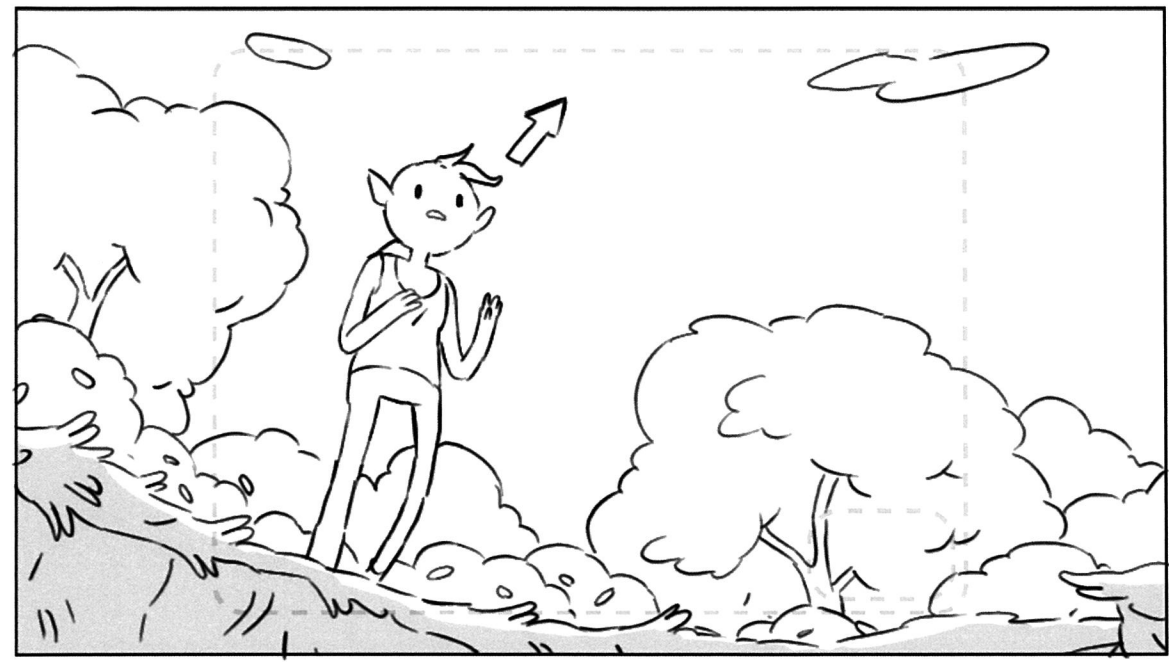
Production : 1034-213

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ADVENTURE TIME



Sc. 68 Pnl. A Bg. day night Sc. 68 Pnl. B Bg. day night



Dialog:

M: YOU DON'T HAVE TO BE AFRAID OF ME!

Action: -M. WALKS FORWARD.

Timing:

EPISODE # 1034-213 Production :

ADVENTURE TIME

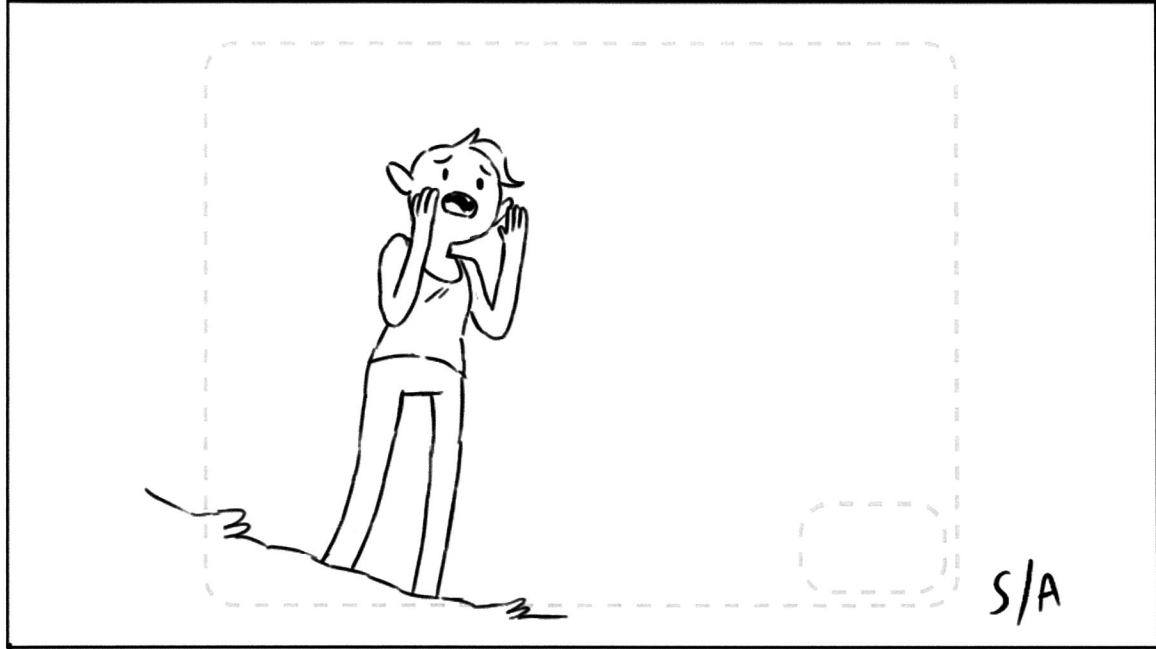


Sc. 68

Pnl. C

Bg.

day night

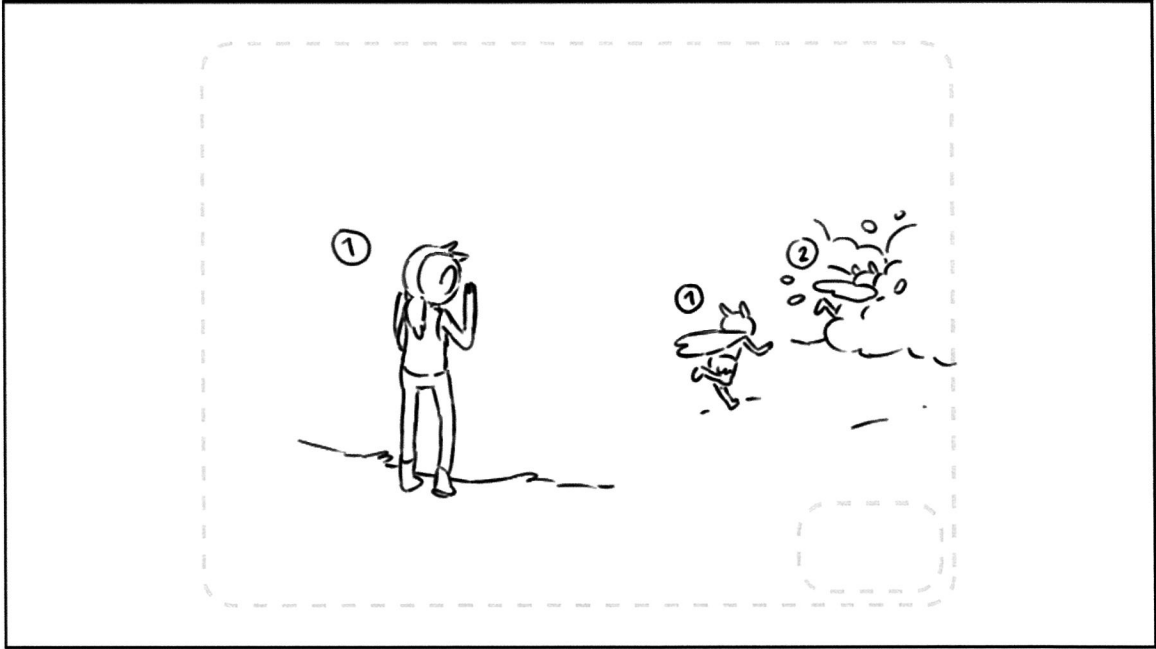


Sc. 69

Pnl. A

Bg.

day night



Dialog:

M: I'M A REALLY GOOD ...

M: PERSON....

Action:



-BOY RUNS INTO BUSHES

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 70

Pnl. A

Bg.

day night

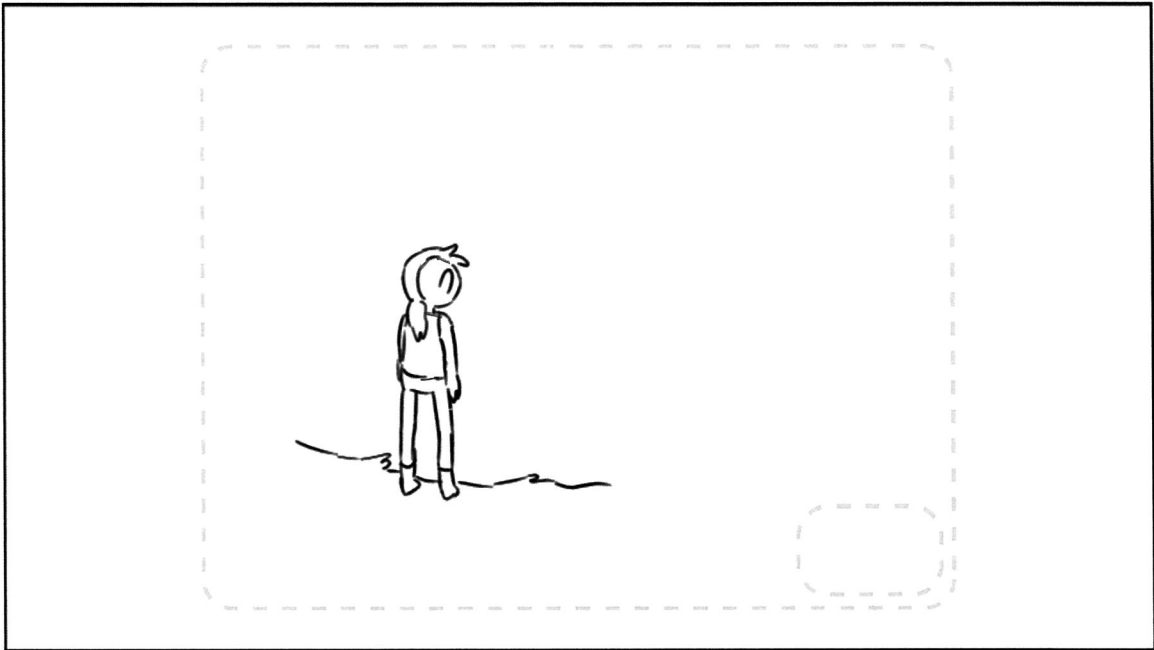


Sc. 71

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 71	Pnl. B	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
Action: - M. FLOATS TOWARDS BUSHES.
Timing:

ADVENTURE TIME



Sc. 72

Pnl. A

Bg.

day night



Sc. 72

Pnl. B

Bg.

day night



Dialog: SFX: FIRE CRACKLING. + PEOPLE-NOISES.



Boy: GUYS, GUYS —

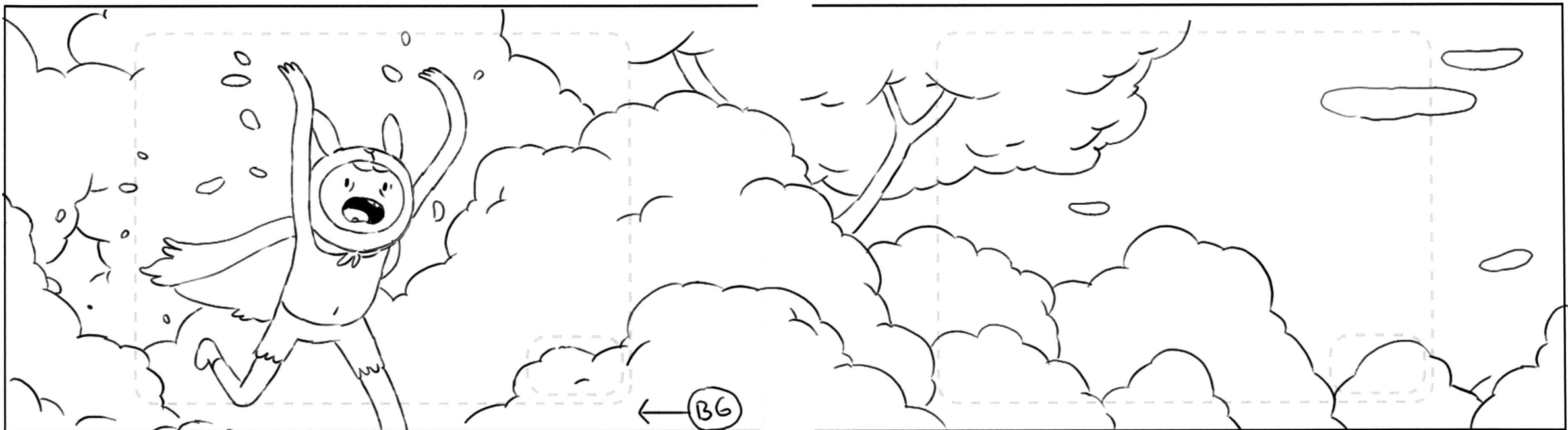
- HUMAN CAMPSITE. BOY BURSTS THROUGH BUSHES.

ADVENTURE TIME



Page 104

Sc. 73 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	<u>Boy:</u> GUYS , GUYS , GUYS , GUYS , GUYS , GUYS —
Action:	
Timing:	



1034-213

EPISODE #

Production :

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ADVENTURE TIME

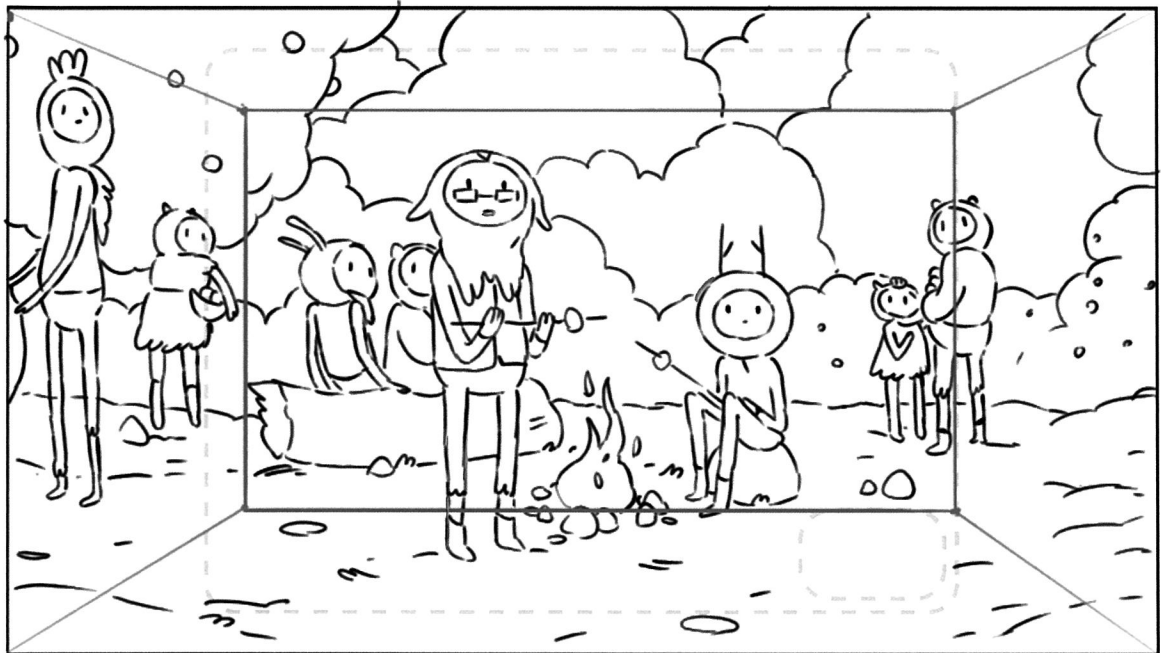


Sc. 74

Pnl. A

Bg.

day night

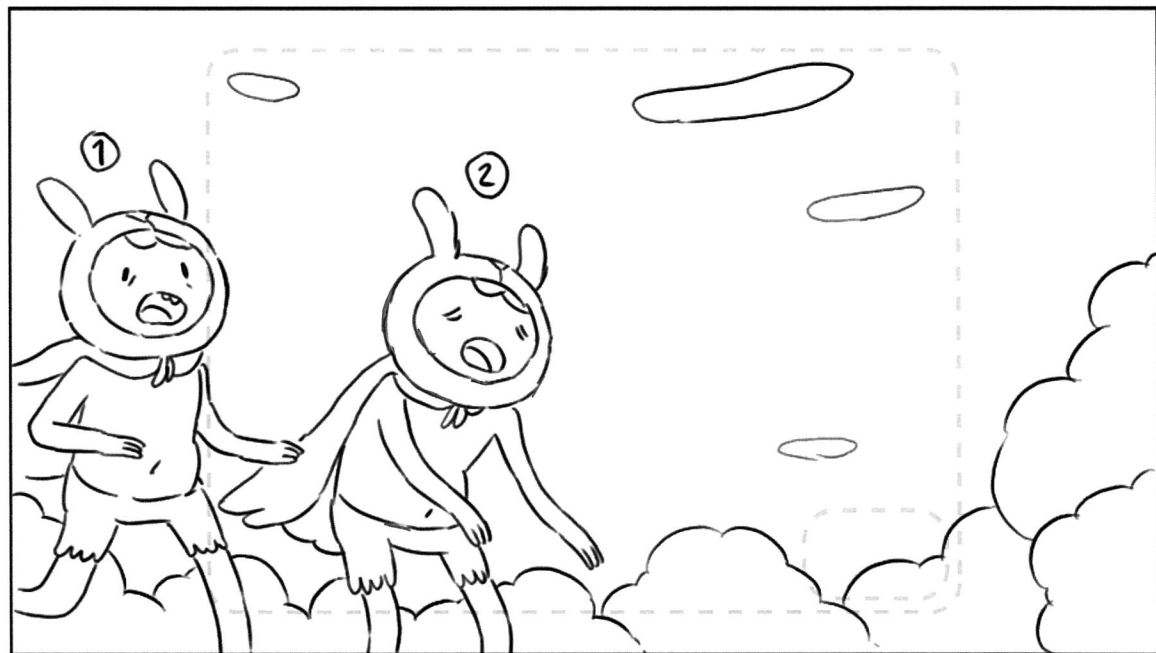


Sc. 75

Pnl. A

Bg.

day night



<p>Dialog:</p> <p><u>HUMANST</u> : HUH?</p> <p><u>TWO BREAD TOM</u></p>	<p><u>BOY</u>: THERE'S UHH ...</p>
<p>Action:</p> <p>-TRUCK IN ON HUMANS,</p>	<p>-BOY SLOWS TO A STOP.</p>
<p>Timing:</p>	

1034-213

EPISODE #

Production :

ADVENTURE TIME

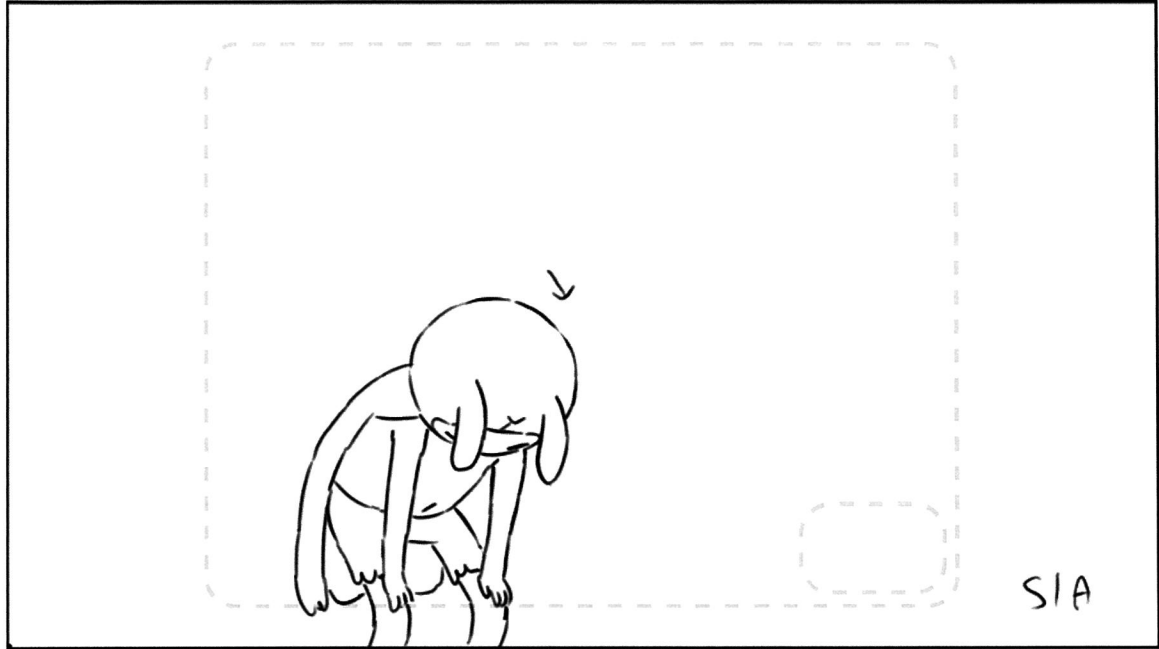


Sc. 75

Pnl. B

Bg.

day night

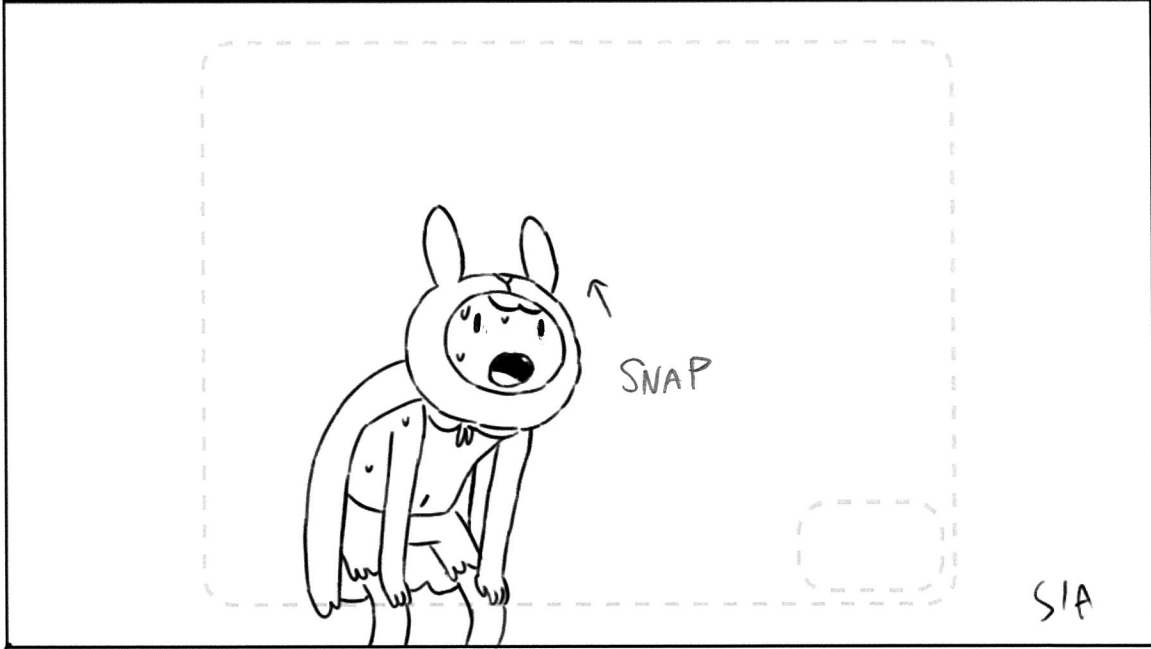


Sc. 75

Pnl. C

Bg.

day night



Dialog:

B: FWOOP! . . .

BOY: [GASP] A VAMPIRE!

Action:

Timing:

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ADVENTURE TIME

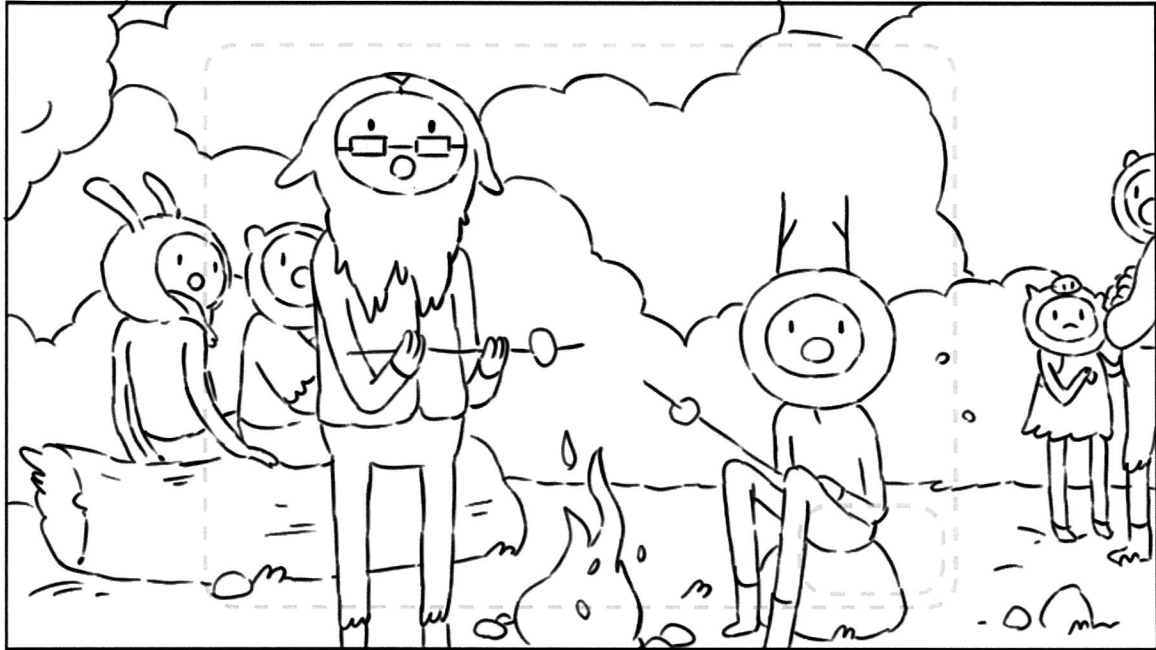


Sc. 76

Pnl. A

Bg.

day night



Sc. 77

Pnl. A

Bg.

day night



Dialog:	
TT+ <u>HUMANS:</u> NO !!	<u>BOY:</u> YES WAY! —
Action:	
Timing:	

1034-213

EPISODE #

Production :

ADVENTURE TIME



Page 108

Sc. 77

Pnl. B

Bg.

day night

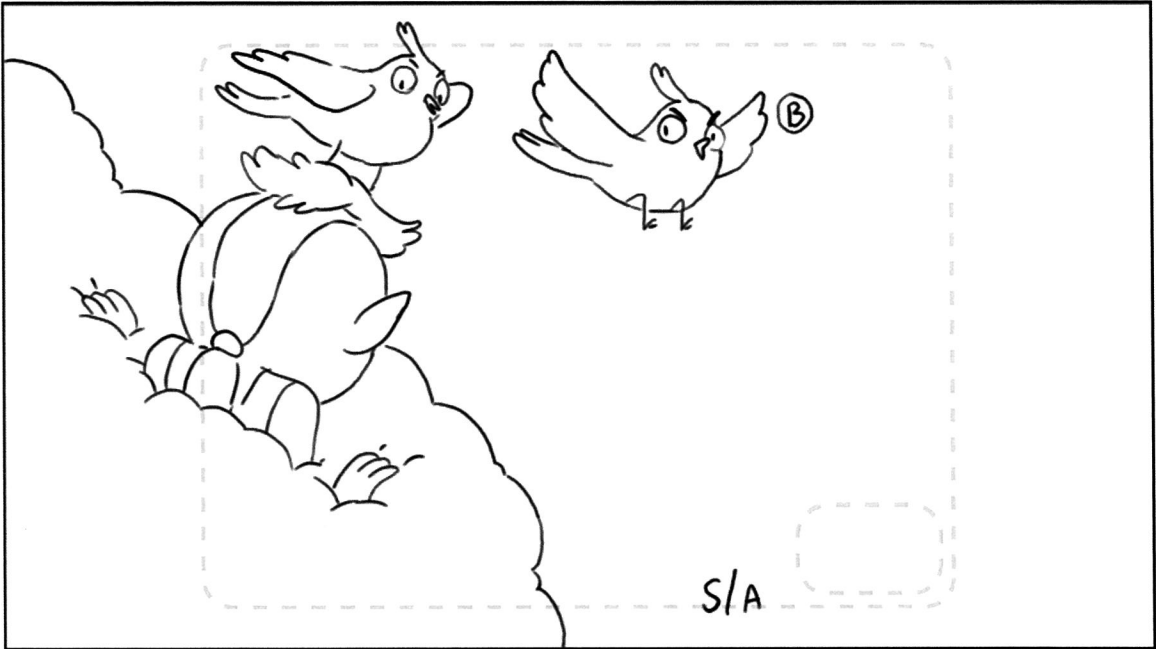


Sc. 77

Pnl. C

Bg.

day night



Dialog:

BOY: — I SAW IT REAL CLOSE!

BOY: IT LOOKED LIKE A GIRL —

BIRD: * ANGRY CHIRPING *

Action:



- M'S HEAD POPS UP
THROUGH TREE
UNDER NEST

- BIRD TAKES FLIGHT.

Timing:

EPISODE # 1034-213

Production :

ADVENTURE TIME



Sc. 77

Pnl. D

Bg.

day night

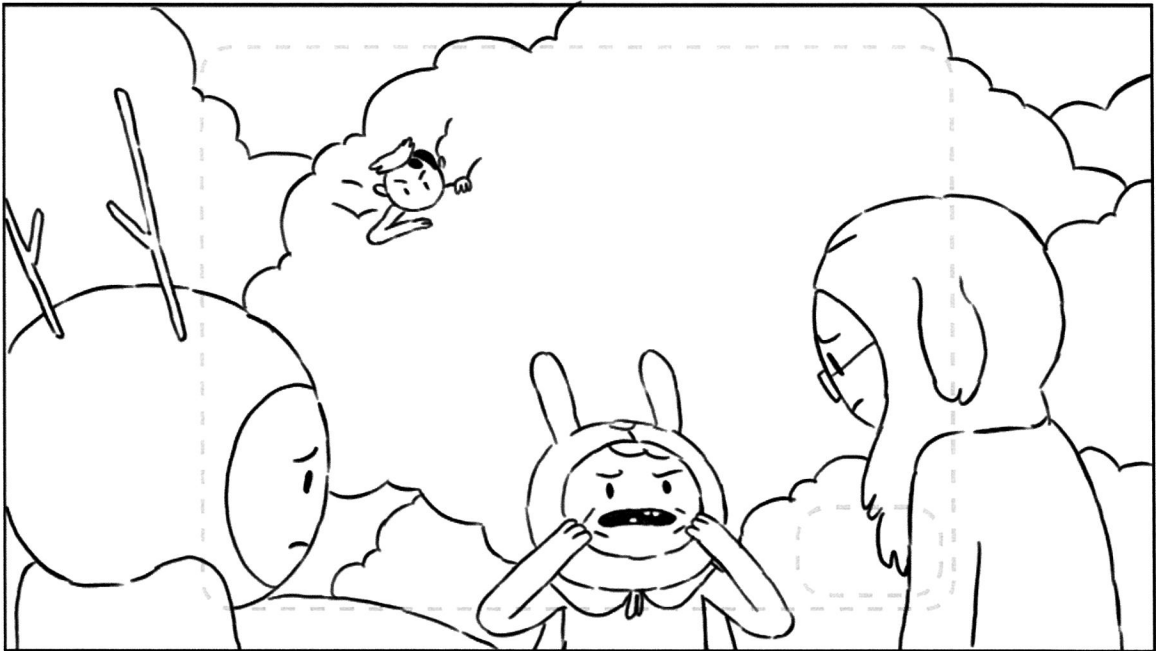



Sc. 78

Pnl. A

Bg.

day night



Dialog:	<u>BOY</u> : BUT IT HAD FANGS!	<u>BOY</u> : LIKE *MONSTER NOISE*
Action:		-BIRD FLIES OFF/S.
Timing:		

1034-213

EPISODE #

Production :

ADVENTURE TIME

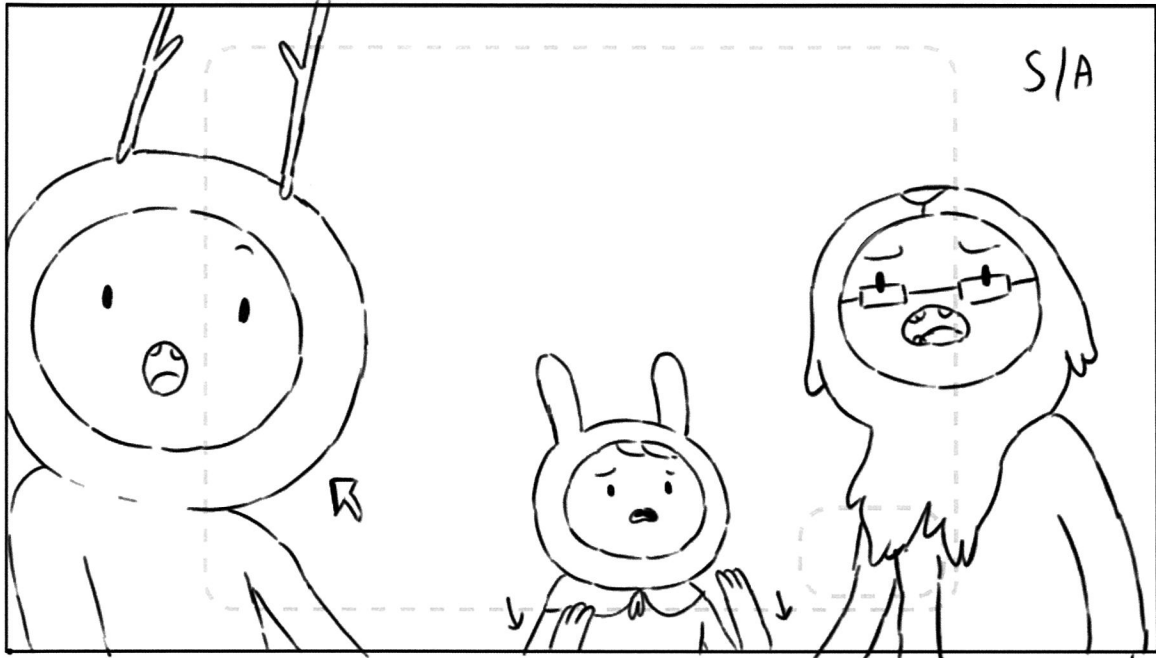


Sc. 78

Pnl. B

Bg.

day night

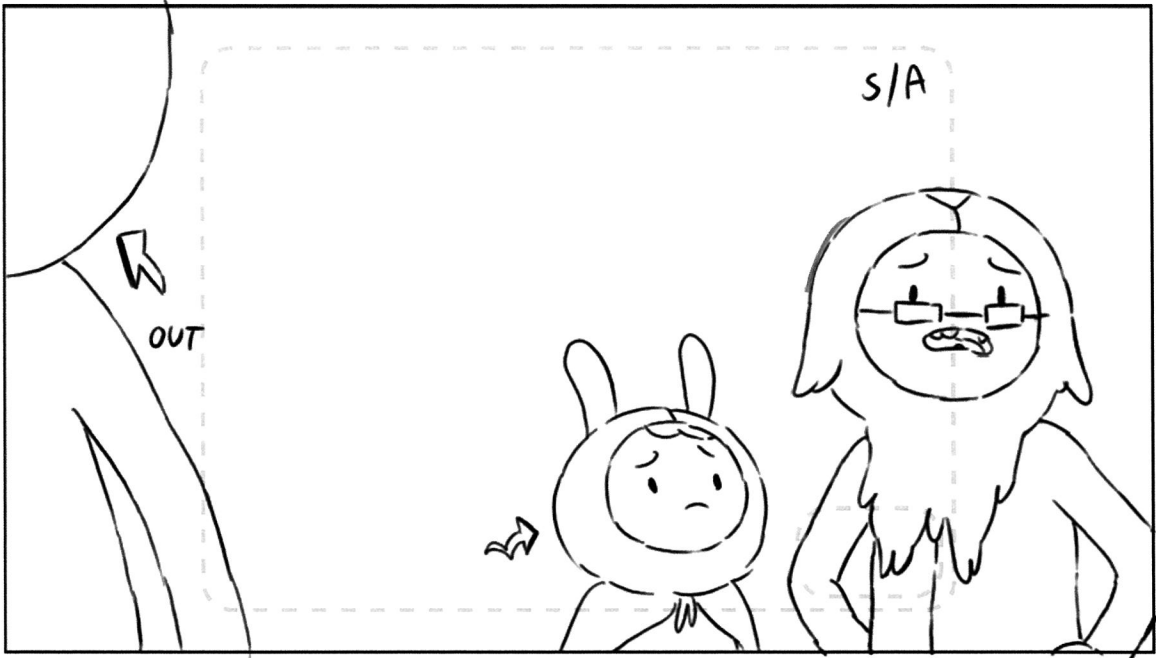


Sc. 78

Pnl. C

Bg.

day night



Dialog:

TT: EVERYBODY; READY YOUR
WEAPONS!

TT: OH DEER, OH DOE.

Action:

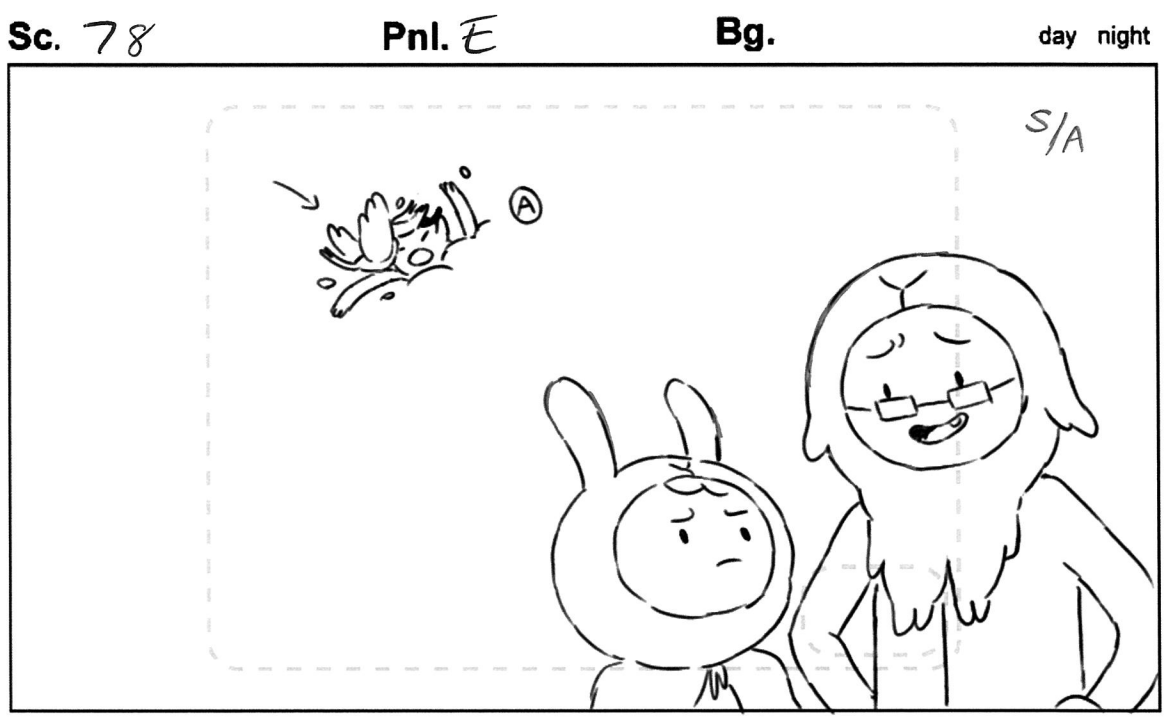
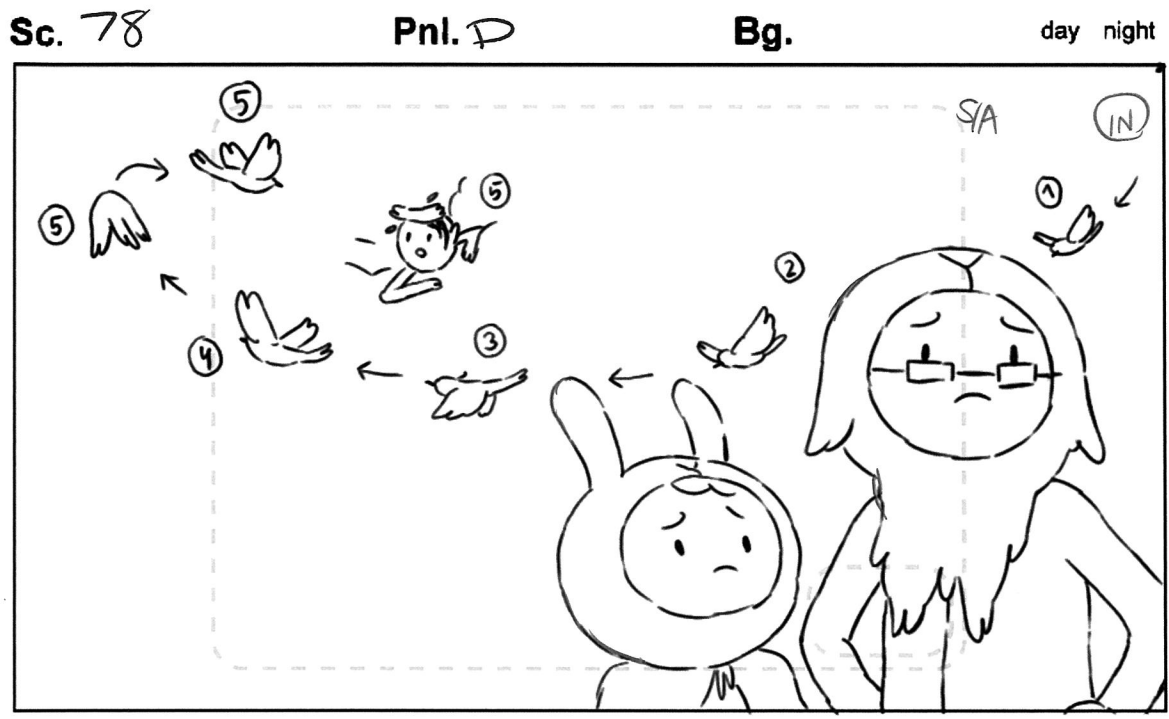
Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
<p>BIRD: *ANGRY CHIRPS *</p>	<p>TT: DON'T WORRY KID.</p> <p>M: WAAH!</p>
Action:	
	<p>- BIRD SWOOPS ON/S AND ATTACKS MARCELINE.</p>
Timing:	

ADVENTURE TIME

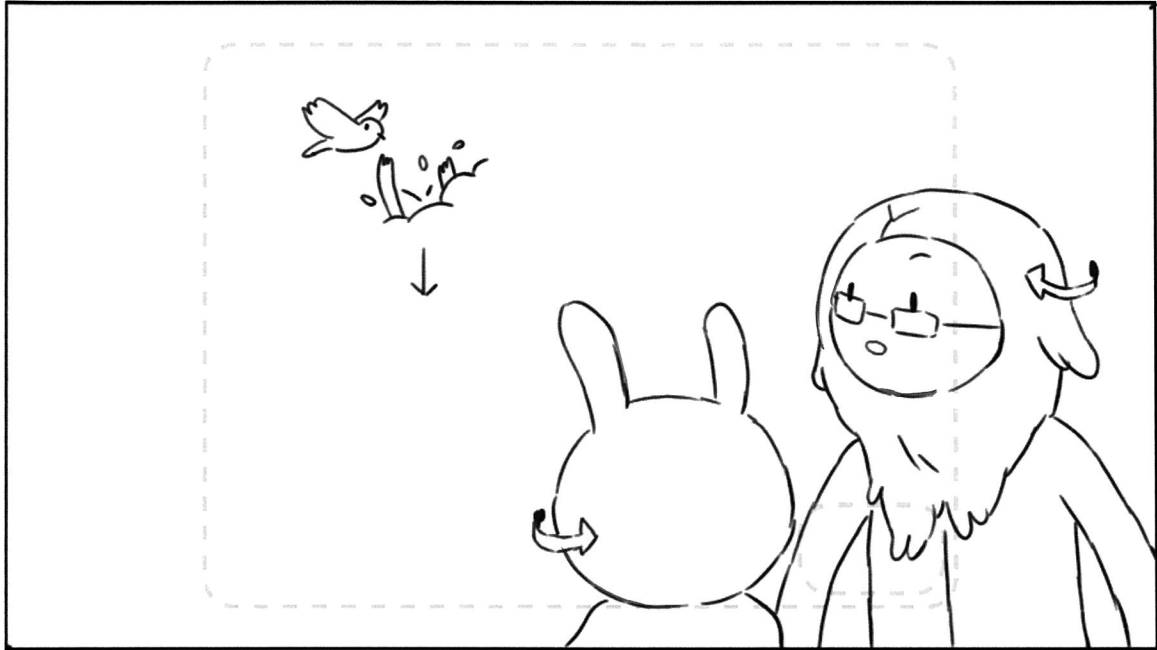


Sc. 78

Pnl. F

Bg.

day night

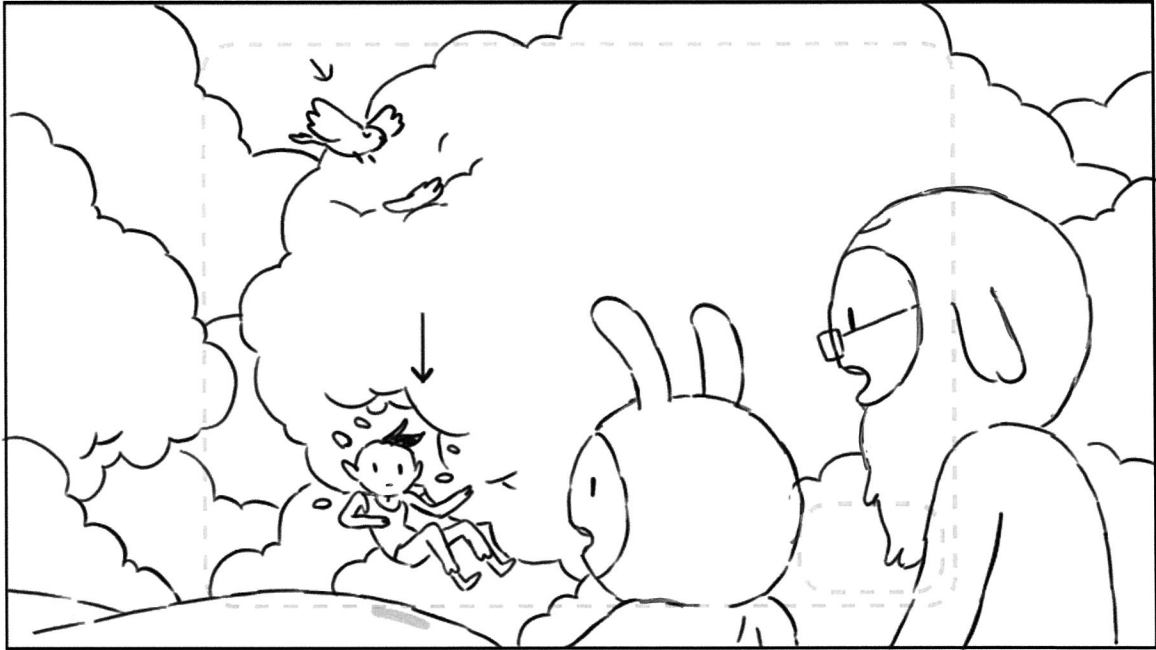


Sc. 78

Pnl. G

Bg.


day night



Dialog:

SFX: *LEAVES RUSTLE, TWIGS BREAKING *

Action:

 ①

-M. FALLS THROUGH TREE BOUGHS.

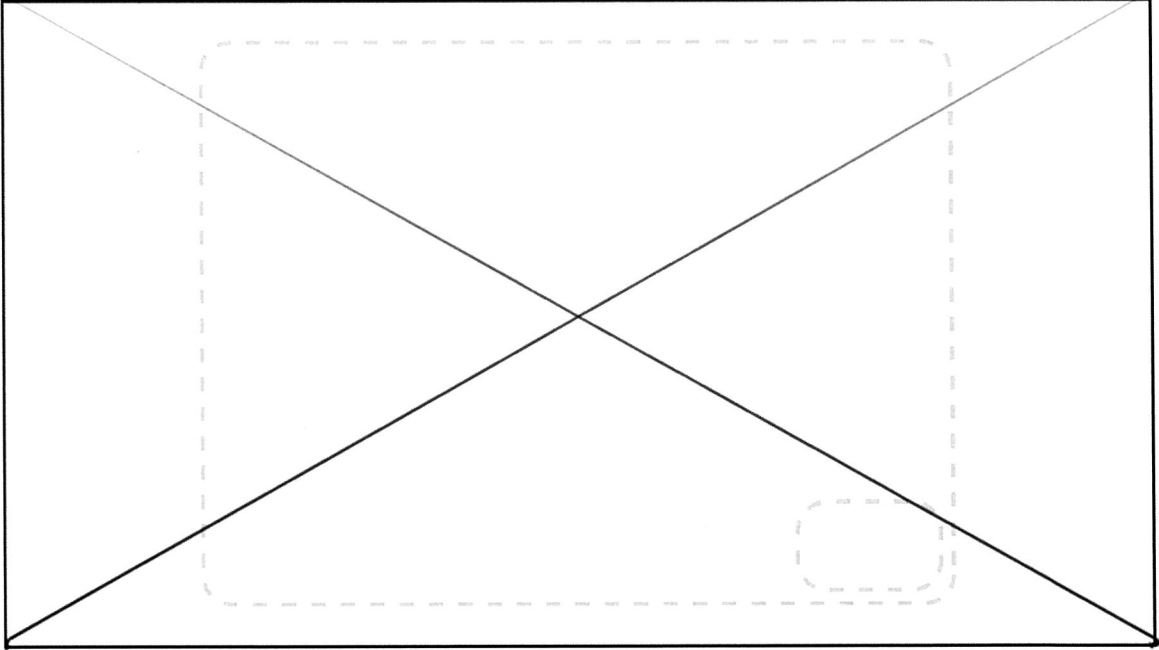
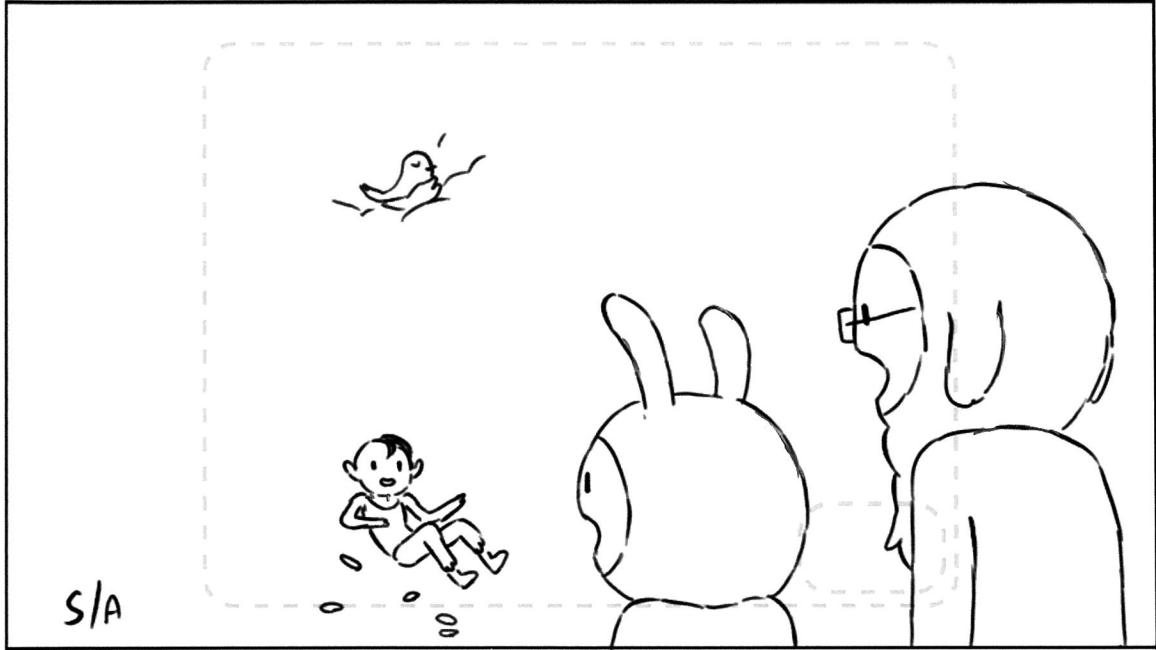
Timing:

ADVENTURE TIME



Page 113

Sc. 78 Pnl. H Bg. day night Sc. Pnl. Bg. day night



Dialog:	<u>M:</u> HEH... HI.
Action:	
Timing:	

1034-213

EPISODE #

Production :

ADVENTURE TIME



Sc. 79

Pnl. A

Bg.

day night

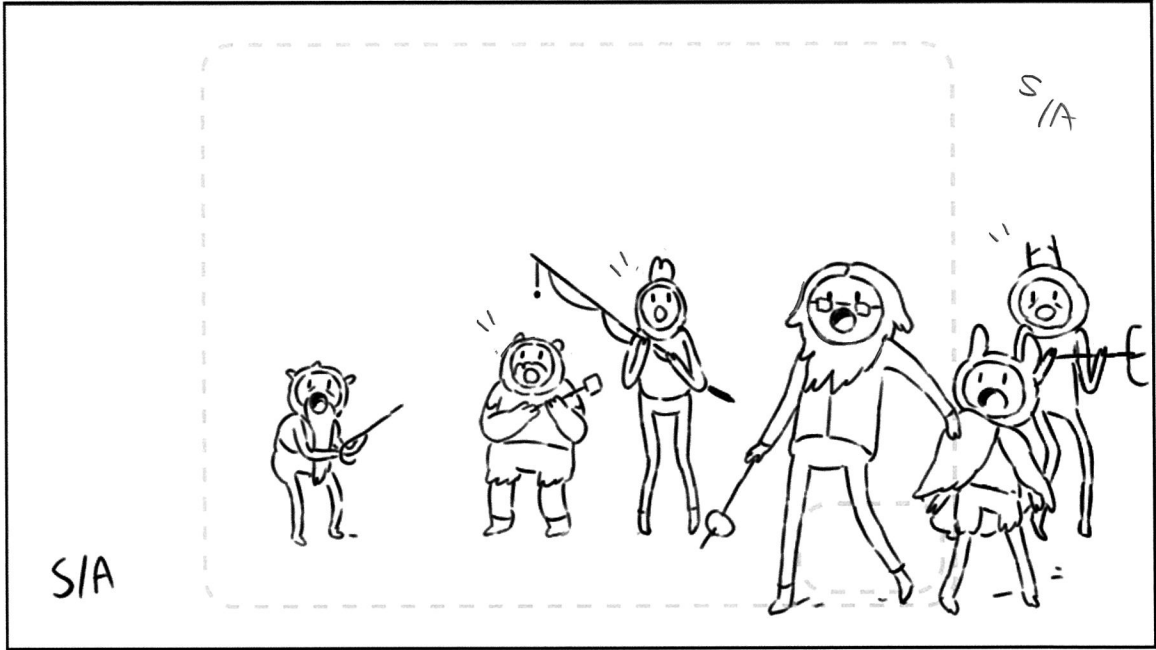


Sc. 79

Pnl. B

Bg.

day night



Dialog:	TT: VAMPIRE !	T.T. : S-STAY BACK !
Action:		
Timing:		

1034-213

EPISODE #

Production :

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ADVENTURE TIME



Sc. 80

Pnl. A

Bg.

day night



Sc. 80

Pnl. B

Bg.

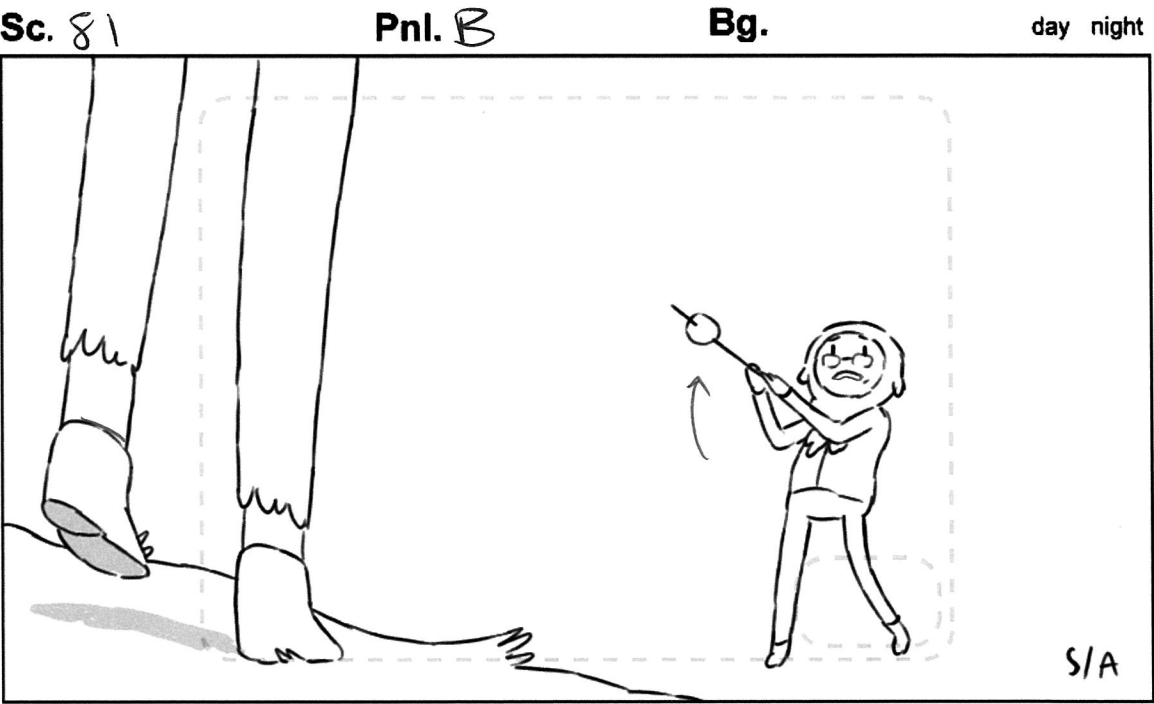
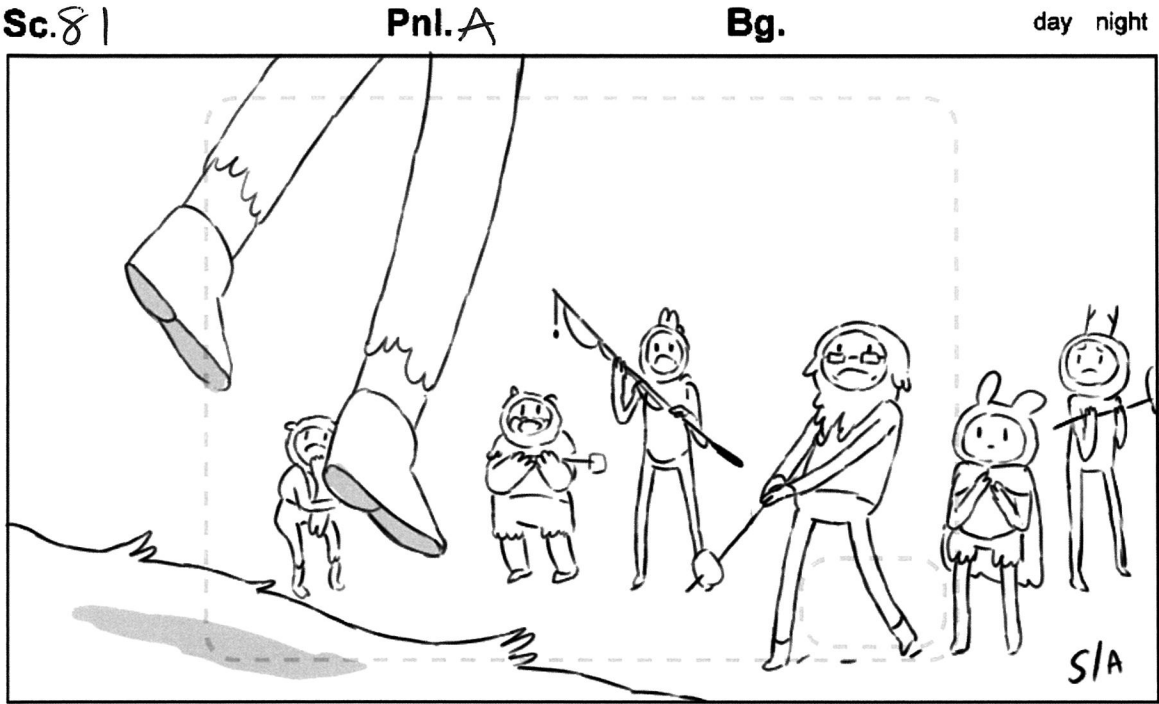
day night



Dialog:	<u>M</u> : NO, NO, IT'S COOL!
Action:	-M. SWINGS UPRIGHT.
Timing:	

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ADVENTURE TIME



Dialog:	<p><u>M</u>: I'M ON YOUR SIDE !</p> <p><u>T.T</u>: NYEECH...</p>
Action:	<p>- M. LANDS</p>
Timing:	

ADVENTURE TIME



Sc. 81 A

Pnl. A

Bg.

day night



Sc. 81. A

Pnl. B

Bg.

day night



Dialog:	<p><u>M</u>: I'M ...</p> <p><u>M</u>: I'M KINDA LIKE A SUPERHERO.</p>
Action:	
Timing:	

1034-213

EPISODE #

Production :

ADVENTURE TIME

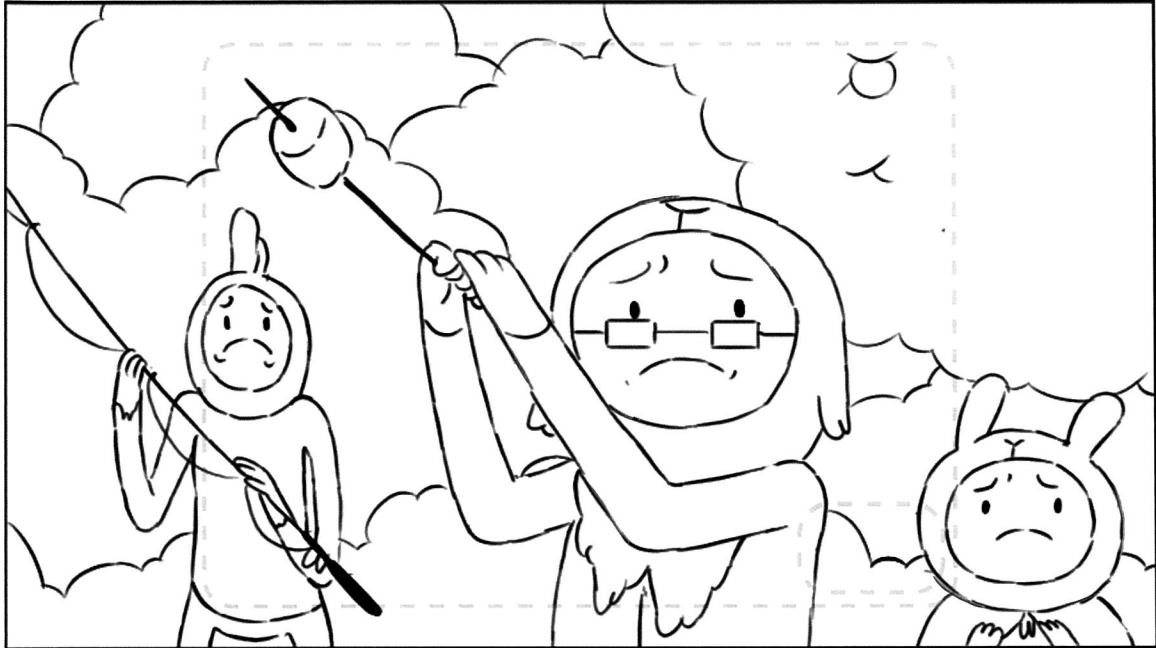


Sc. 82

Pnl. A

Bg.

day night

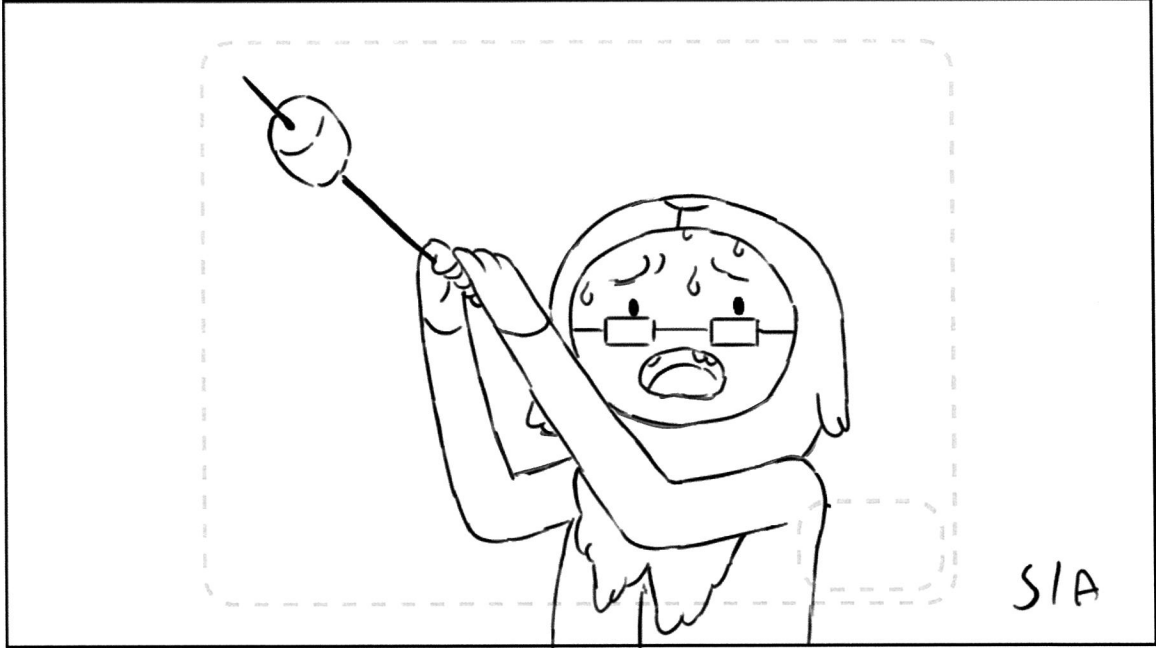


Sc. 82

Pnl. B

Bg.

day night

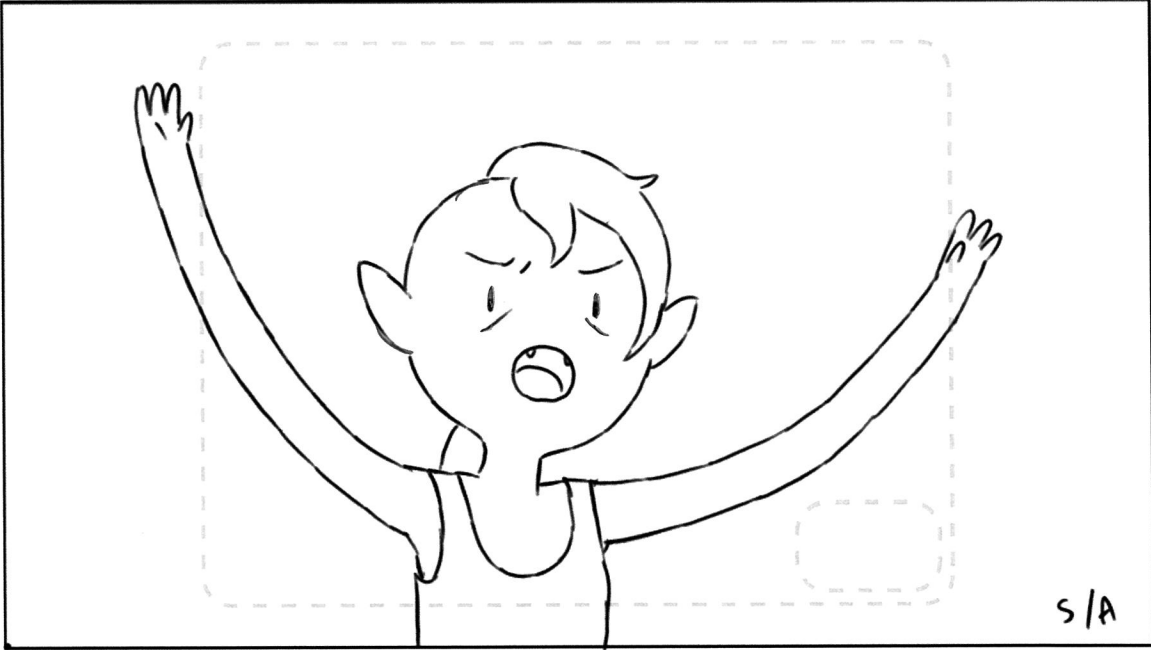


Dialog:	<p>T.T: GO AWAY, VAMPIRE !</p>
Action:	
Timing:	

ADVENTURE TIME



Sc. 83 Pnl. A Bg. day night Sc. 83 Pnl. B Bg. day night



Dialog:
Action:
Timing:



ADVENTURE TIME



Page 119

Sc. 83

Pnl. C

Bg.

day night

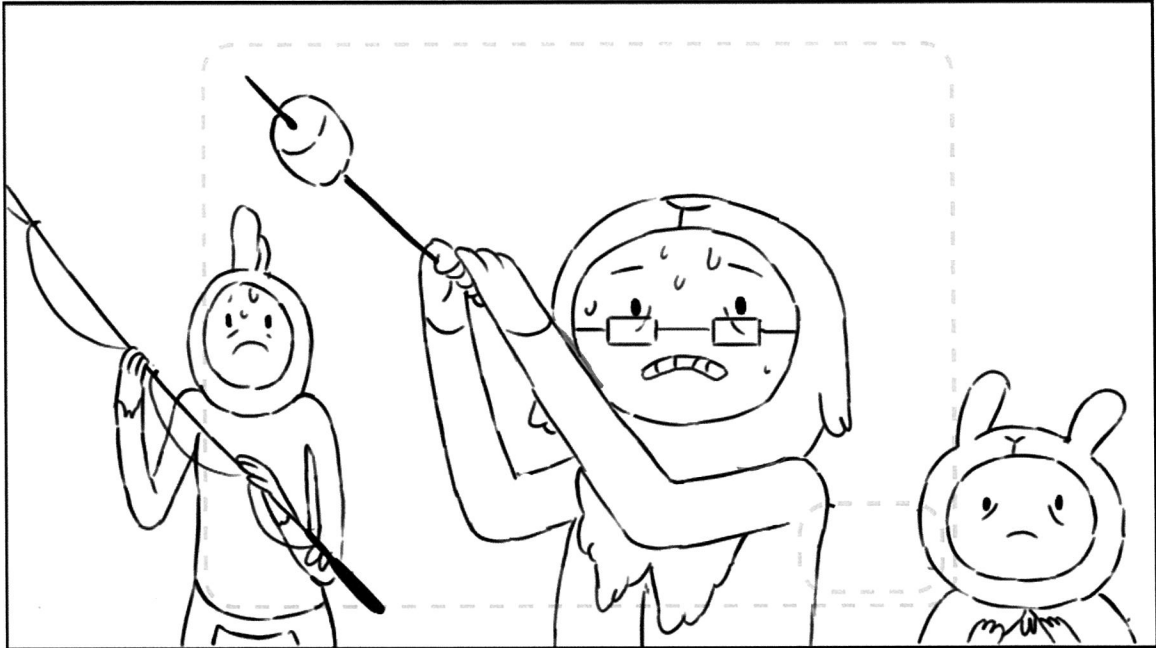


Sc. 84

Pnl. A

Bg.

day night



Dialog:

M: — I'M NOT A FLIPPIN VAMPIRE !!

Action:

Timing:

1034-213

EPISODE #

Production :

ADVENTURE TIME



Page 126





Dialog:	HUMANS: SCREAMS.	
Action:	- HUMANS THROW DOWN 'WEAPONS' AND RUN.	DON'T KNOW IF THIS PAN WORKS?
Timing:		

Production : 1034-213

ADVENTURE TIME



Sc. 85	Pnl. A	Bg.	day night	Sc. 85	Pnl. B	Bg.	day night
							

Dialog:
Action:
Timing:

1034-213
EPISODE #

Production :

ADVENTURE TIME

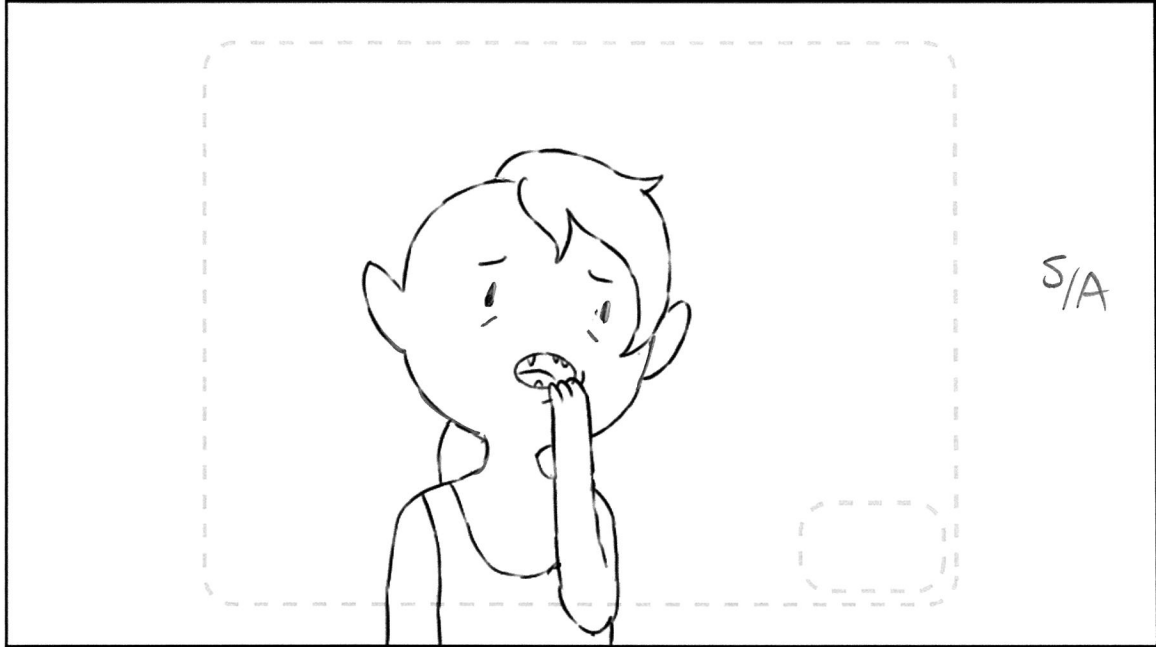


Sc. 85

Pnl. C

Bg.

day night

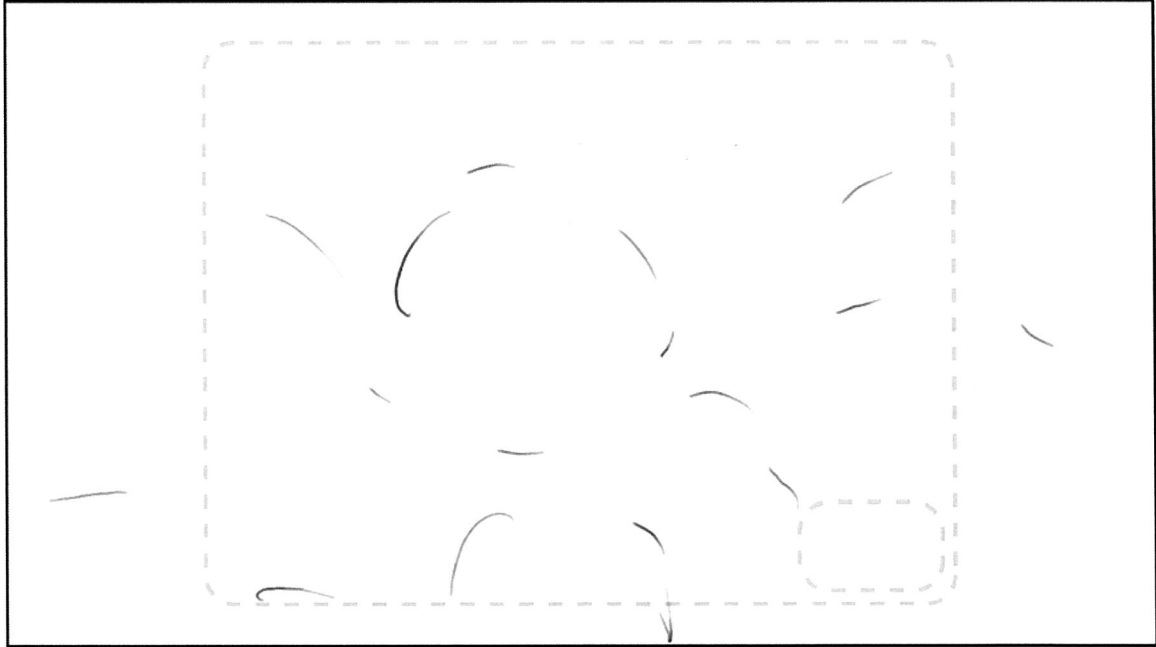


Sc. 85

Pnl. D

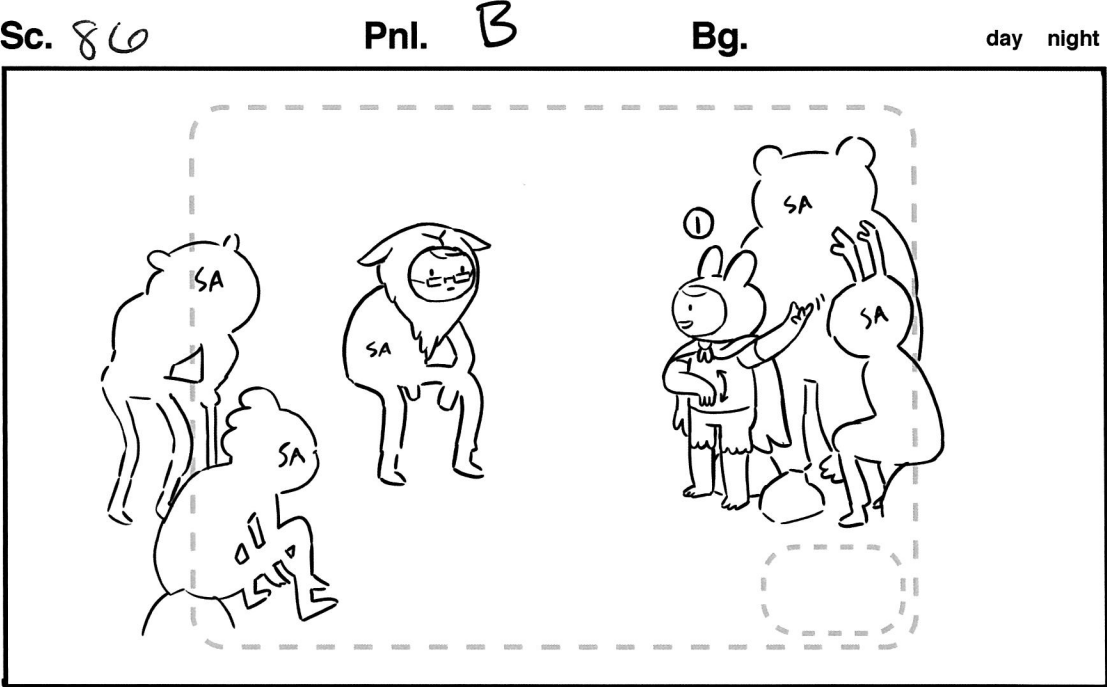
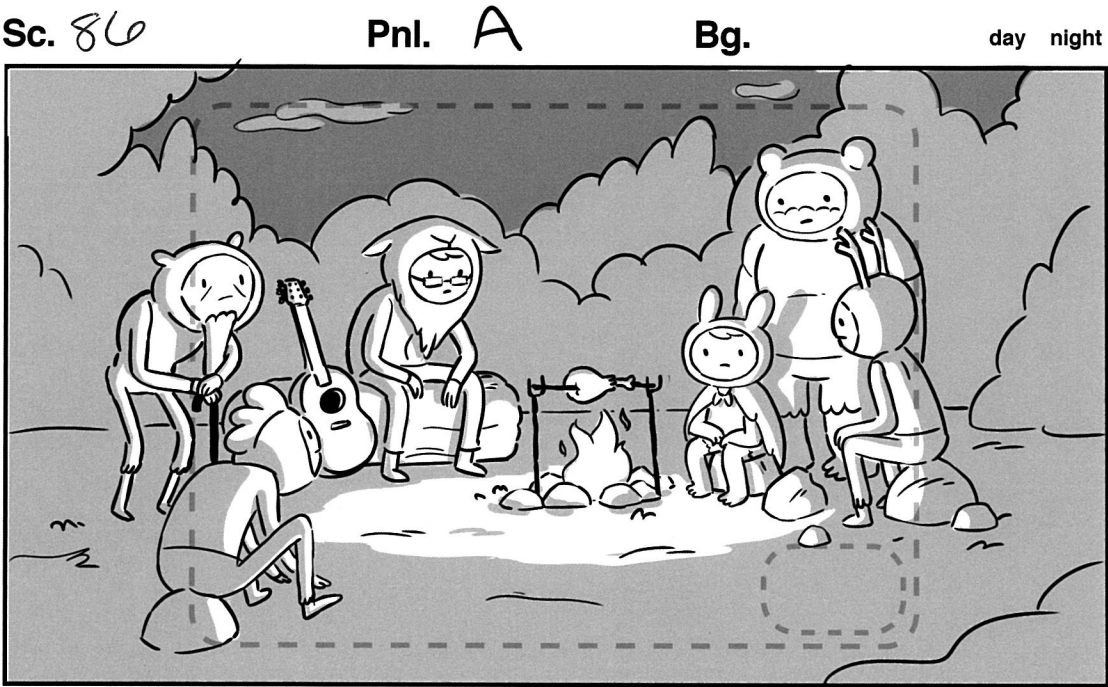
Bg.

day night



Dialog:	<u>M</u> : [SIGH]
Action:	FADE TO WHITE
Timing:	

ADVENTURE TIME



Dialog:	SFX: * FIRE CRACKLING *		BOY MM-MM.!	
			TWO BREAD TOM: HM.?	
Action:	-LATE AFTERNOON.		-BOY STANDS AND AIR GUITARS.	
Timing:			CYCLE: ①, ②, ①, ②	



ADVENTURE TIME



Sc. 87

Pnl. A

Bg.

day night

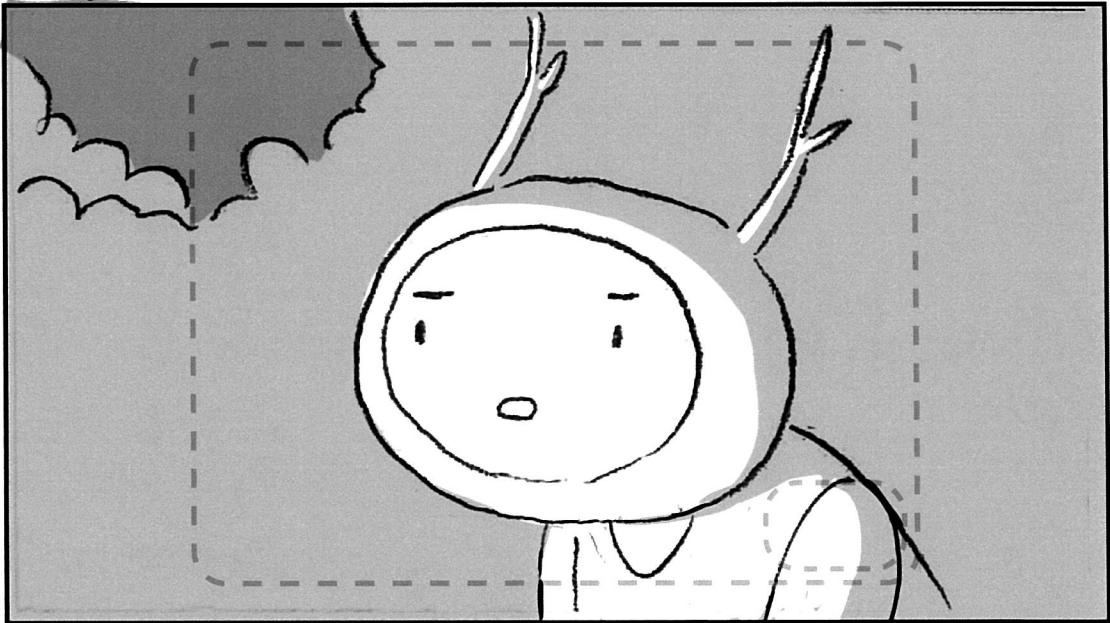


Sc. 88

Pnl. A

Bg.

day night



Dialog:

IT: WHAT'S THAT? YOU WANT
OL' TWO BREAD TOM
TO PLAY "THE SONG?"

HUMAN #1

PLEASE DO. NOT PLAY
THE SONG...

Action:

Timing:

EPISODE # 1034-213

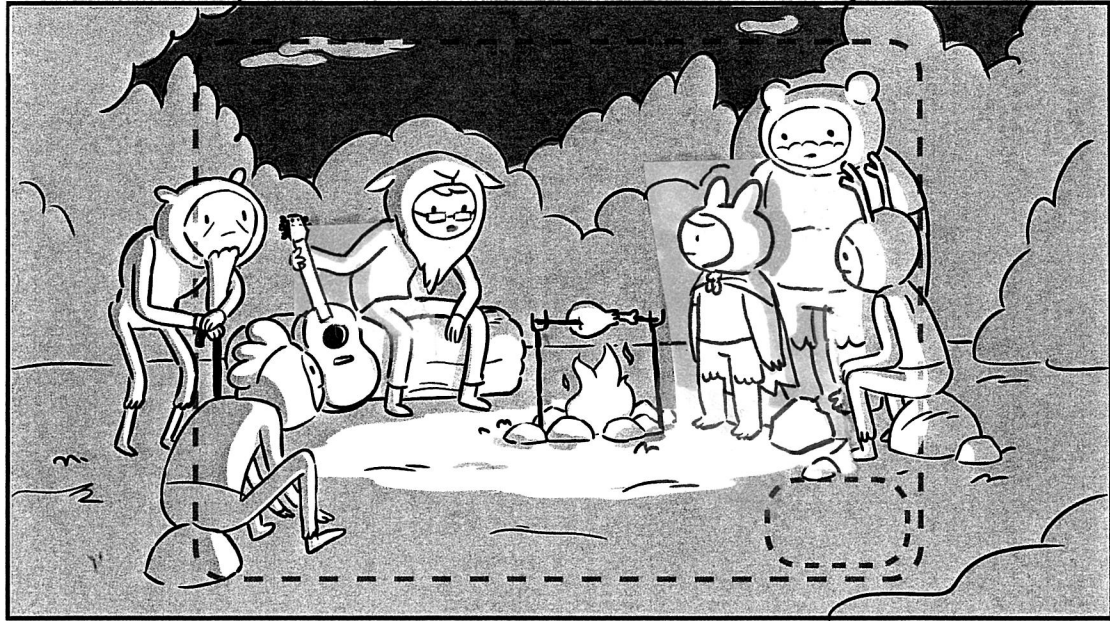
Production:

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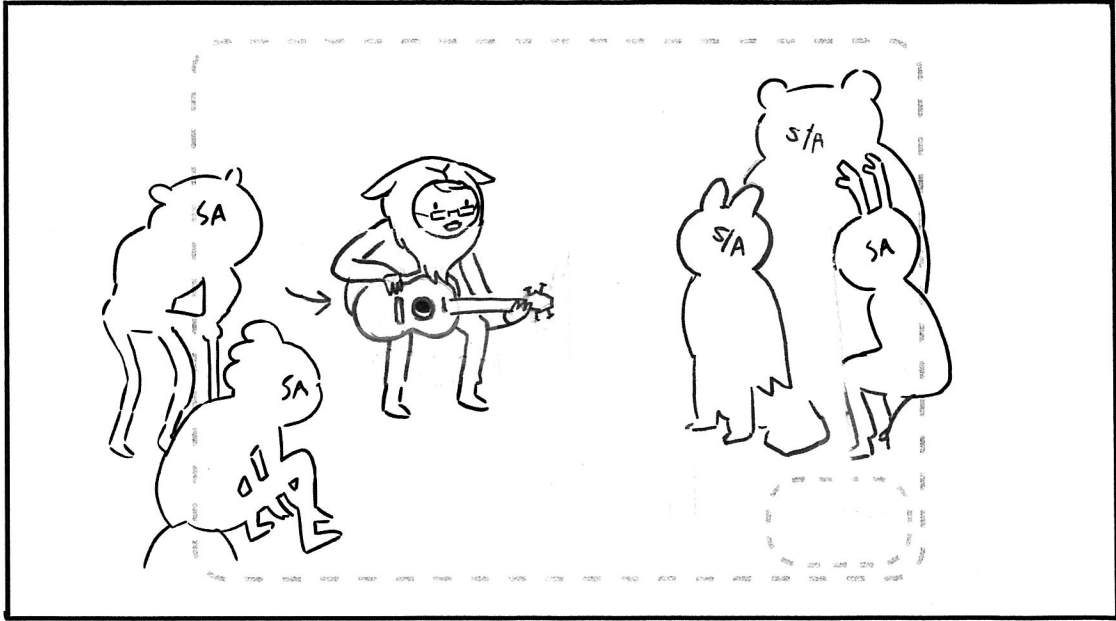
ADVENTURE TIME



Sc. 8.8 A Pnl. A Bg. day night



Sc. 8.8 A Pnl. B Bg. day night



Dialog:	
TT: NO...	TT: THE BOY IS RIGHT...
Action:	
- TT REACHES FOR GUITAR	- TT HOLDS GUITAR.
Timing:	

EPISODE # 1034-213

Production:

ADVENTURE TIME

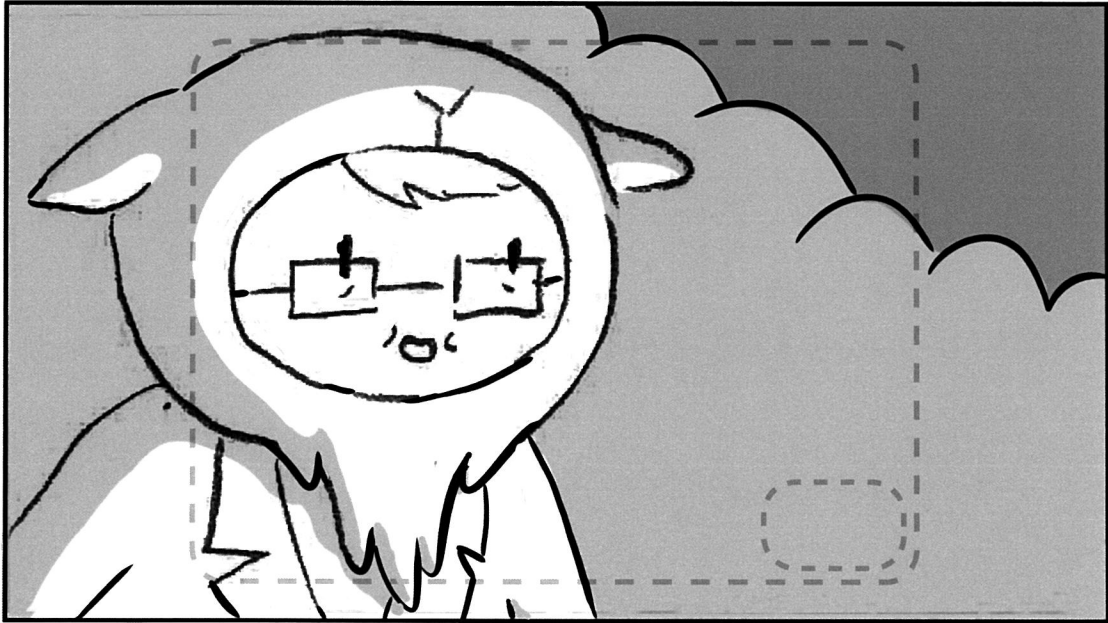


Sc. 89

Pnl. A

Bg.

day night



Sc. 89

Pnl. B

Bg.

day night



Dialog:

II: IT'S OUR DUTY TO TELL THE TALES,
TO SING THE SONGS ...

IT: EVEN IN THIS
TWILIGHT AGE ...

Action:

Timing:

EPISODE # 1034-213

Production:

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ADVENTURE TIME

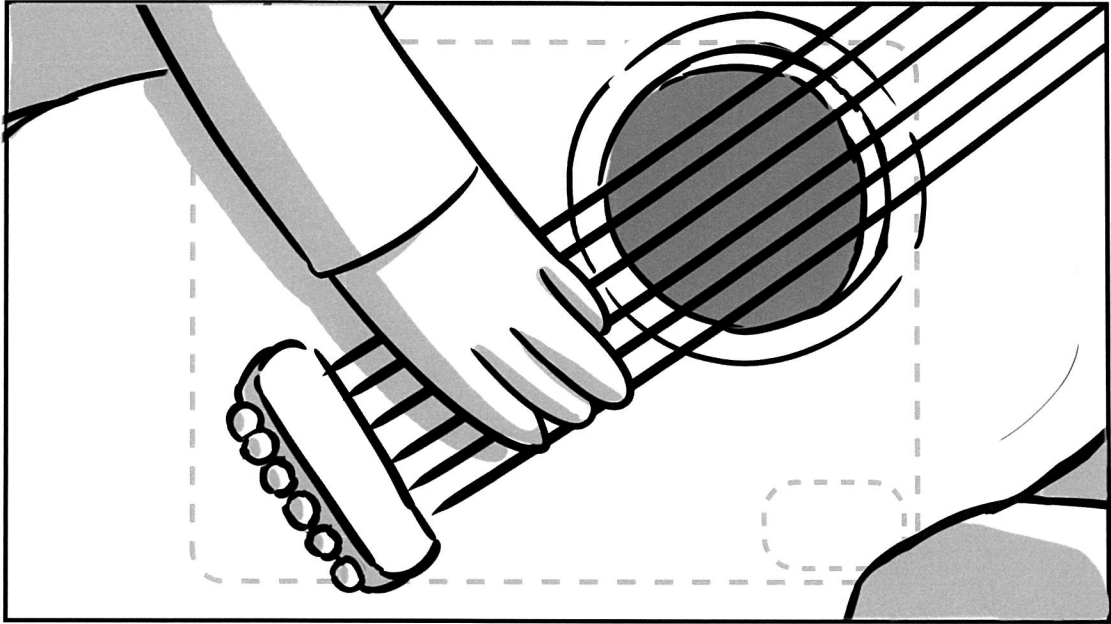


Sc. 90

Pnl. A

Bg.

day night

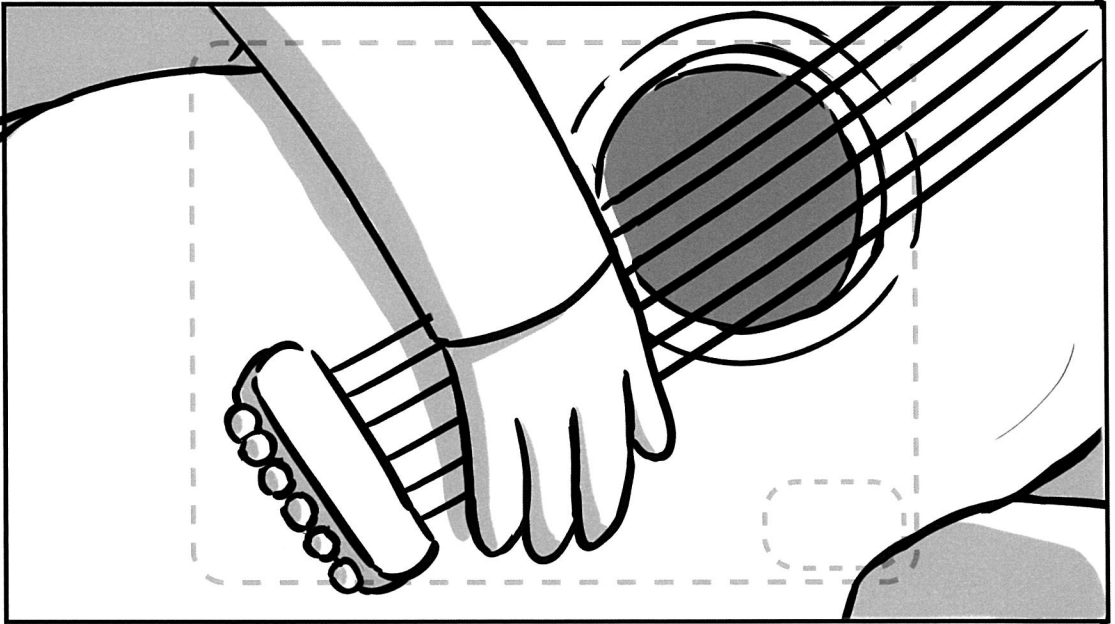


Sc. 90

Pnl. B

Bg.

day night



Dialog:

TT: (o/s) ART MUST SURVIVE... SFX: * STRUMMING *

Action:

Timing:

CYCLE W/ NEXT PNL.

1034-213
EPISODE #
Production:

ADVENTURE TIME

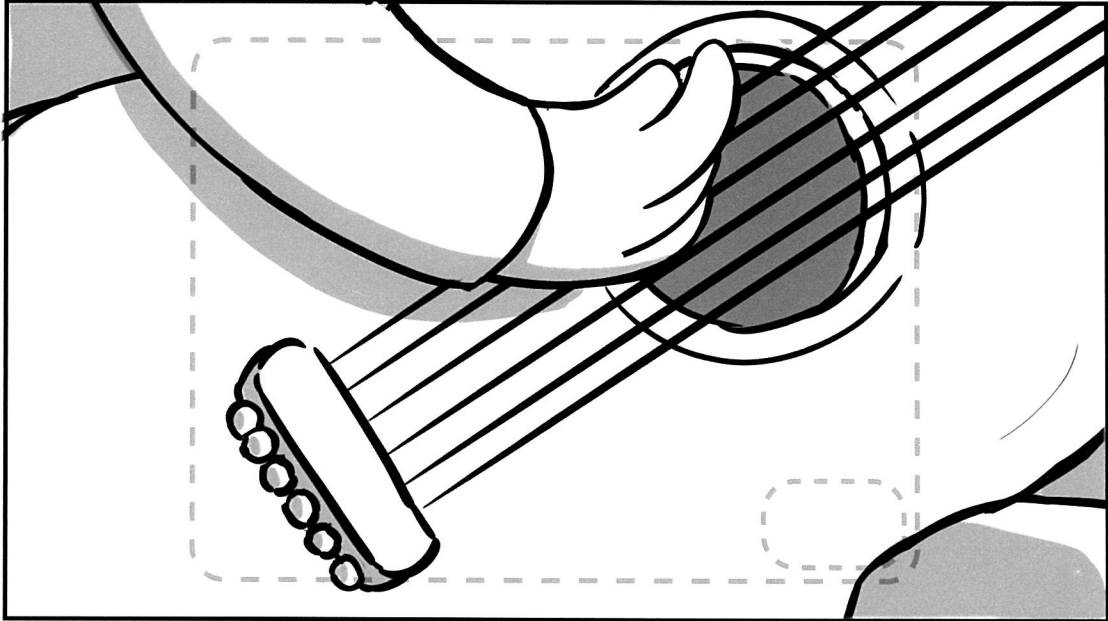


Sc. 90

Pnl. C

Bg.

day night

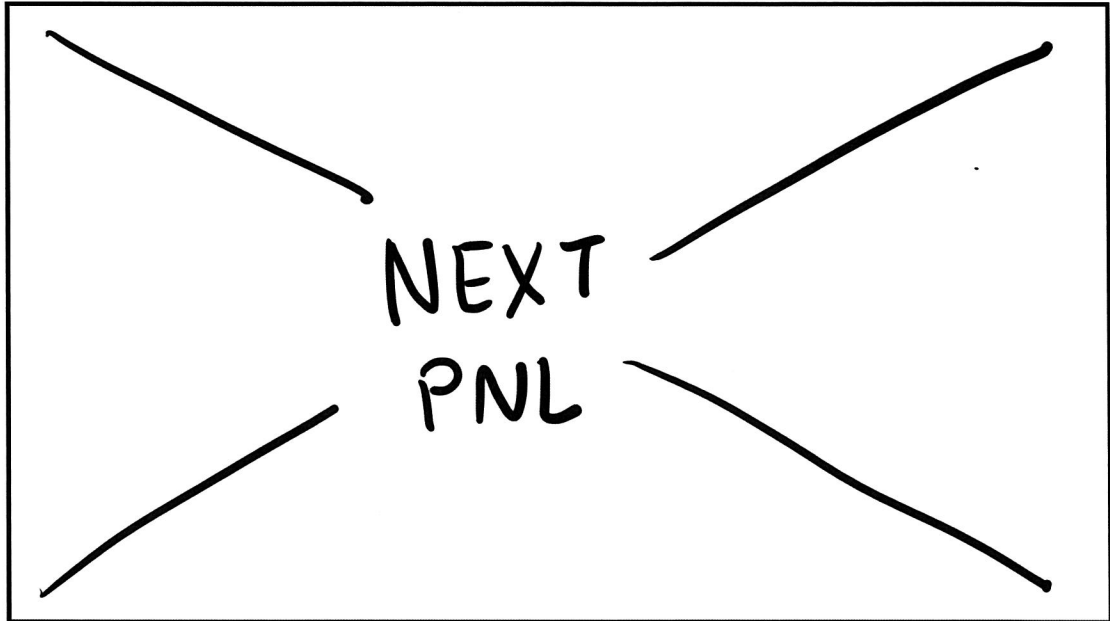


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



Sc. 91

Pnl. A

Bg.

day night

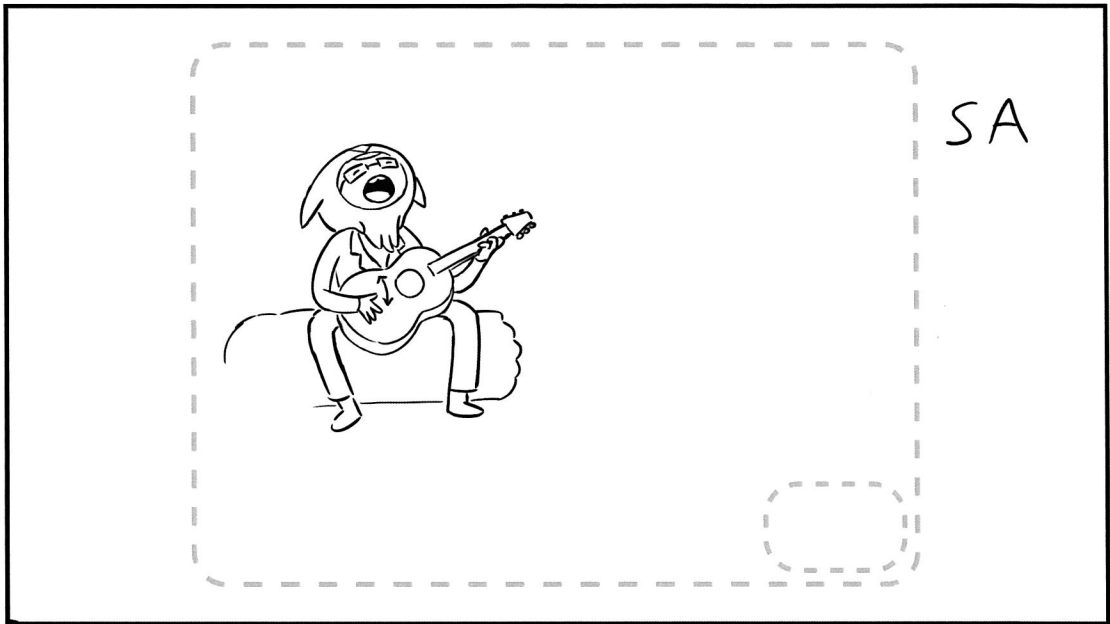


Sc. 91

Pnl. B

Bg.

day night



Dialog:

SFX: * GUITAR ♪ _____

II: ♪ STREAKS ON THE CHINA... ♪

Action:



- TWO BREAD TOM SINGS LOUDLY, A BIT OFF KEY.

Timing:

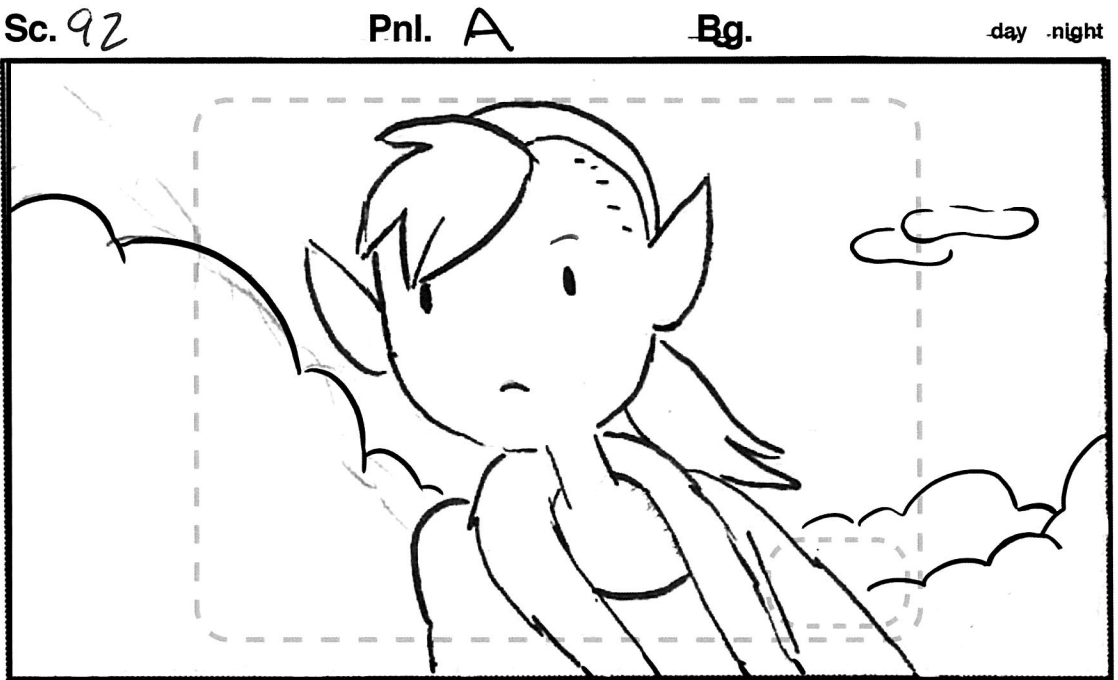
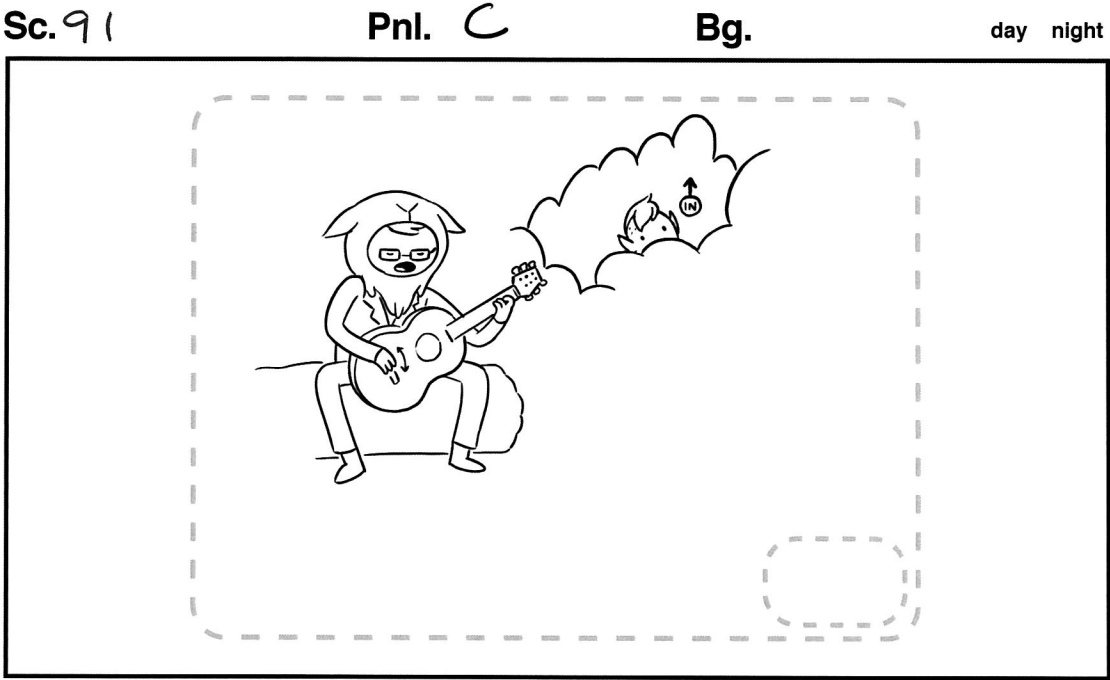
CYCLE:
①, ②, ①, ② ect

EPISODE # 1034-213

Production:

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ADVENTURE TIME



Dialog:	<p><u>TT</u>: NEVER MATTERED BEFORE ... ♪</p> <p><u>TT</u>: (o/s) WHO CARES. ♪</p>
Action:	<p>-M, REACTS WITH RECOGNITION.</p>
Timing:	

ADVENTURE TIME

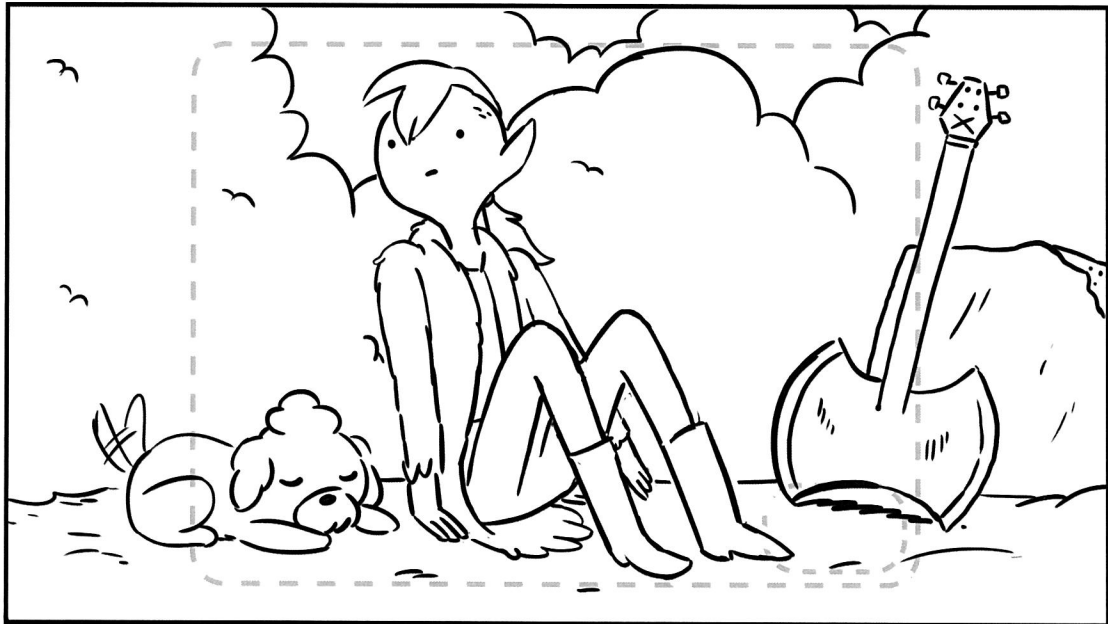


Sc. 93

Pnl. A

Bg.

day night

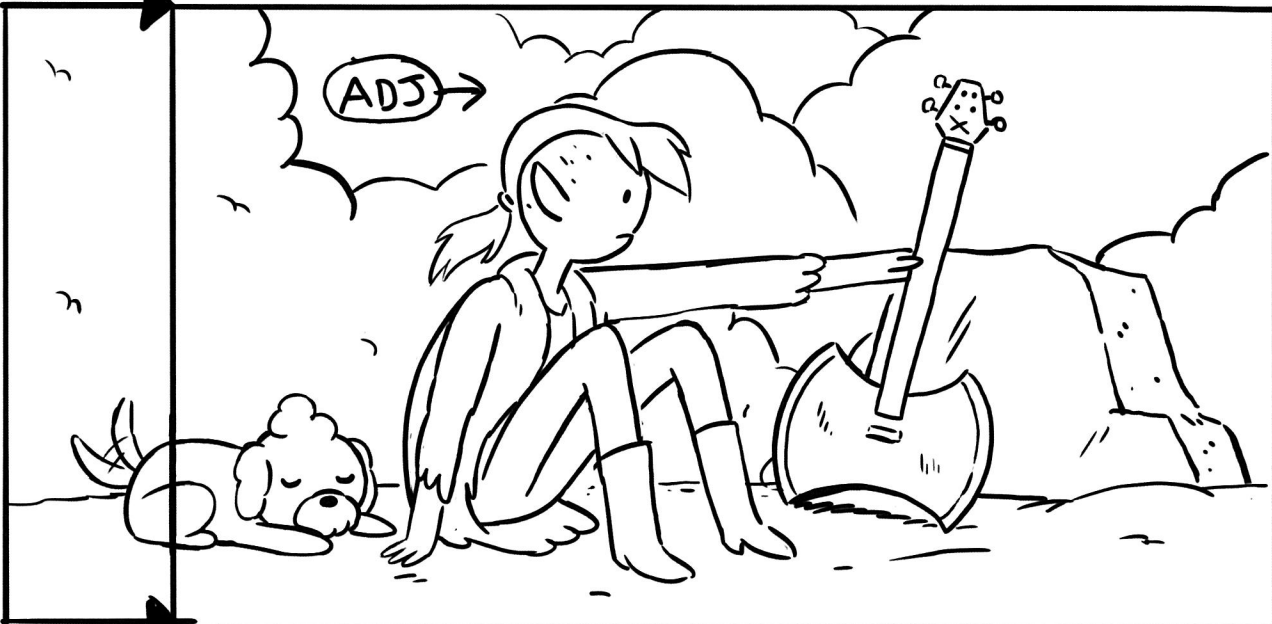


Sc. 93

Pnl. B

Bg.

day night



Dialog:	TT:(os) WHEN YOU DROP KICKED TT:(os) YOUR JACKET--
Action:	-M. REACHES FOR BASS. ADJ w/ ACTION.
Timing:	

Production: 1034-213

ADVENTURE TIME

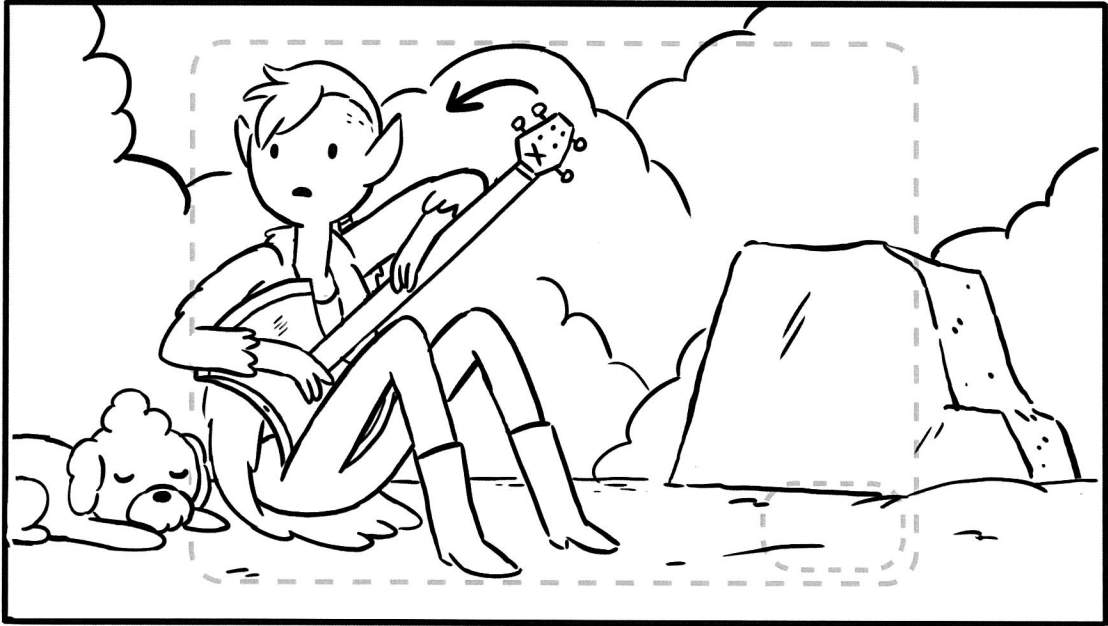


Sc. 93

Pnl. C

Bg.

day night

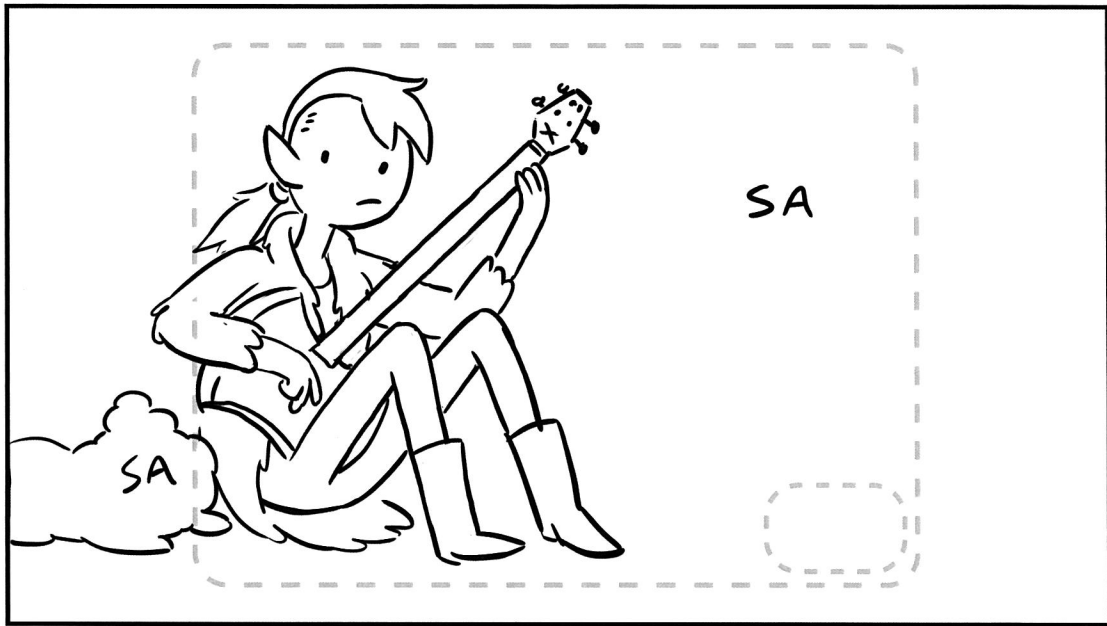


Sc. 93

Pnl. D

Bg.

day night



Dialog:

II:(os) AS YOU CAME THROUGH THE DOOR --

II:(os) NO ONE GLARED!

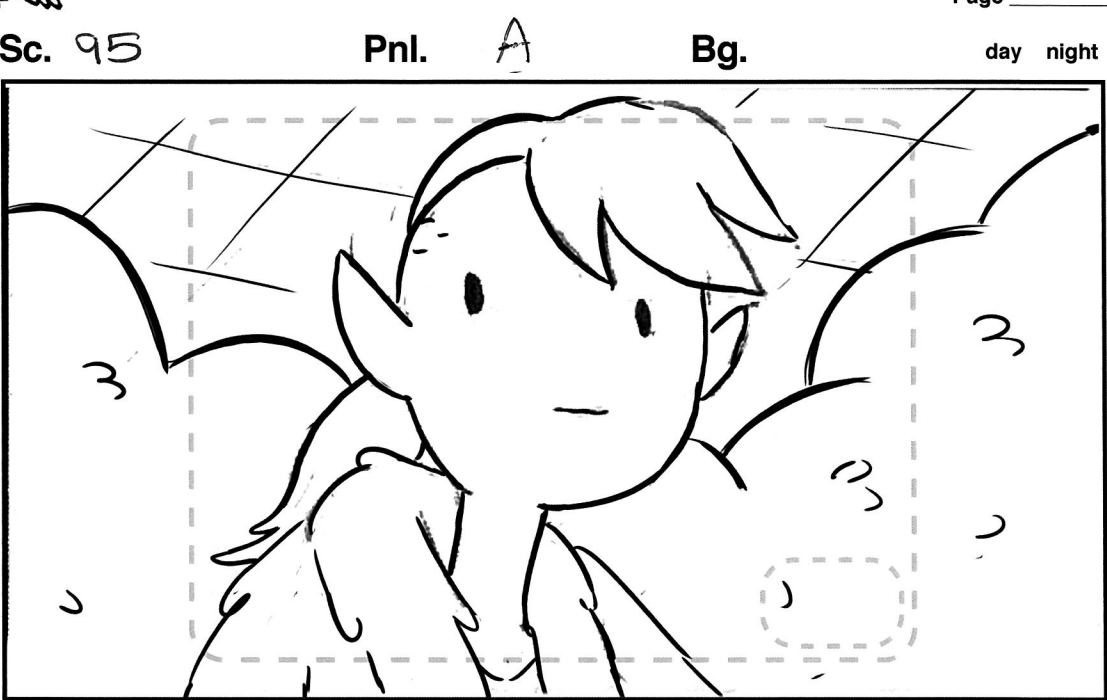
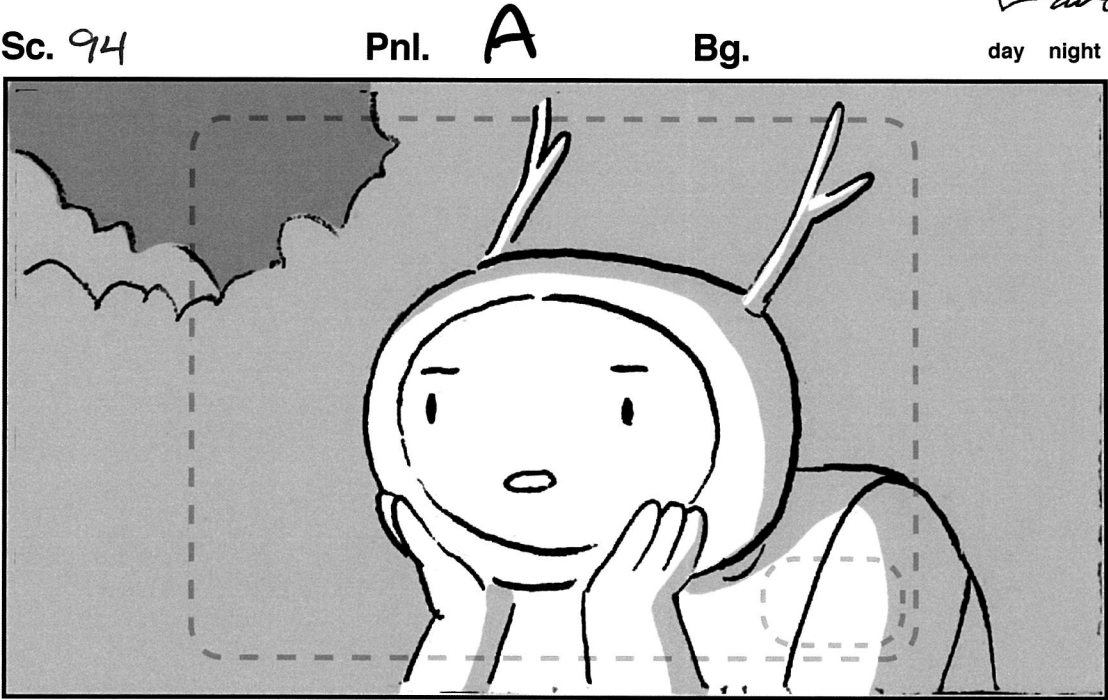
Action:

-M. PULLS BACK BASS.

Timing:

1034-213
EPISODE #
Production:

ADVENTURE TIME



Dialog:
H #1: (quiet) WE SHOULD HAVE HOARDED SHEET MUSIC...
M: . . .
Action:
Timing:

ADVENTURE TIME

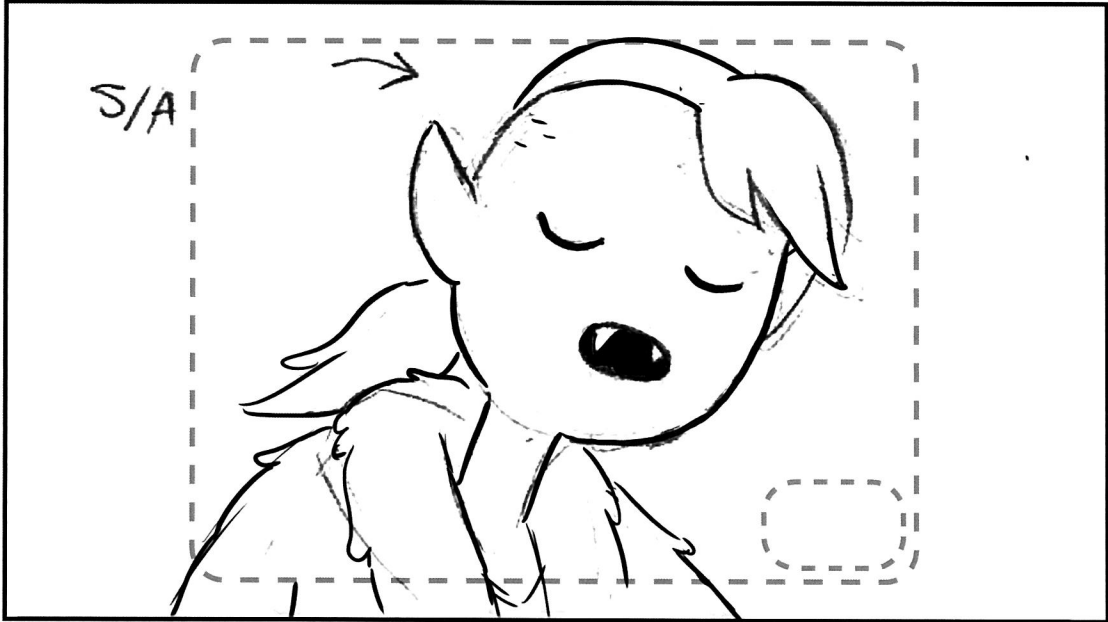


Sc. 95

Pnl. B

Bg.

day night

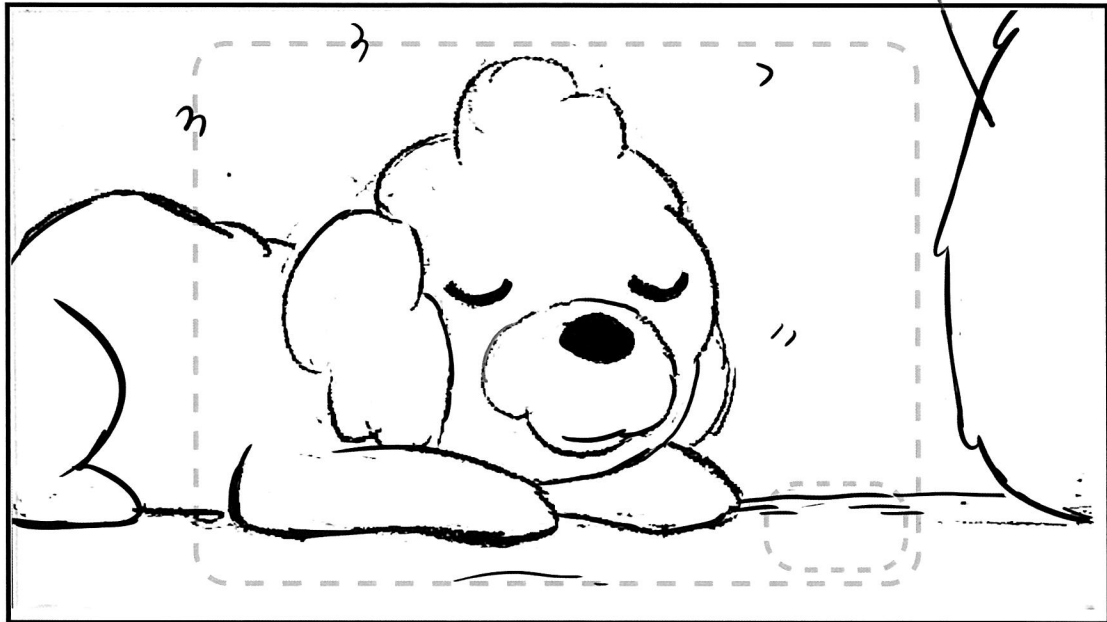


Sc. 96

Pnl. A

Bg.

day night



MARCY Page 133

Dialog:

II + M: (QUIET)
BUT SOMETIMES--

II + M: THINGS GET
TURNED AROUND--

Action:

- M. SINGS ALONG (QUIETLY AT FIRST)

- CU OF SCHWABL

Timing:

EPISODE # 1034-213

Production:

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ADVENTURE TIME



Sc. 96

Pnl. B

Bg.

day night

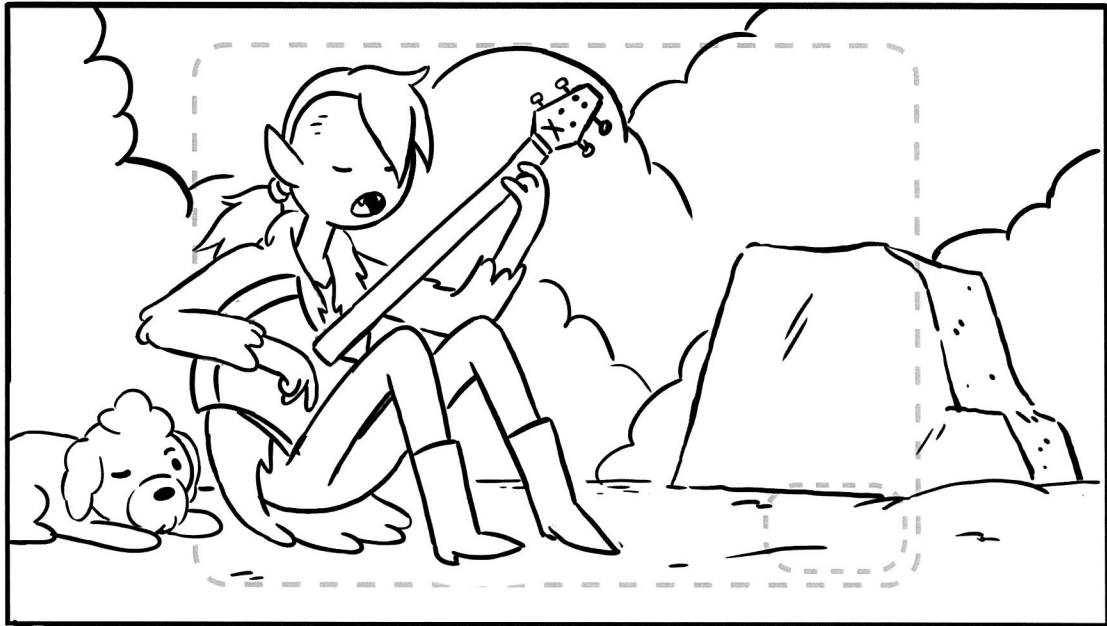


Sc. 97

Pnl. A

Bg.

day night



Dialog:

II+M: AND NO ONE'S
SPARED!

M: ALL HANDS
LOOK OUT BELOW

Action:

- SCHWABL OPENS ONE EYE.

- M. PLAYS BASS



Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME



Sc. 97

Pnl. B

Bg.

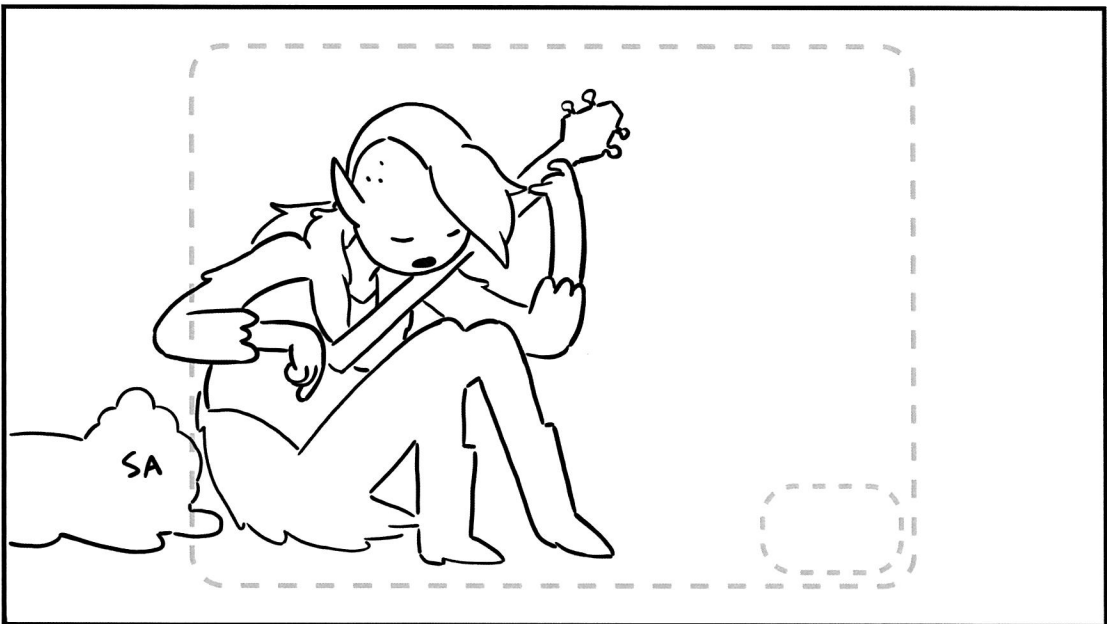
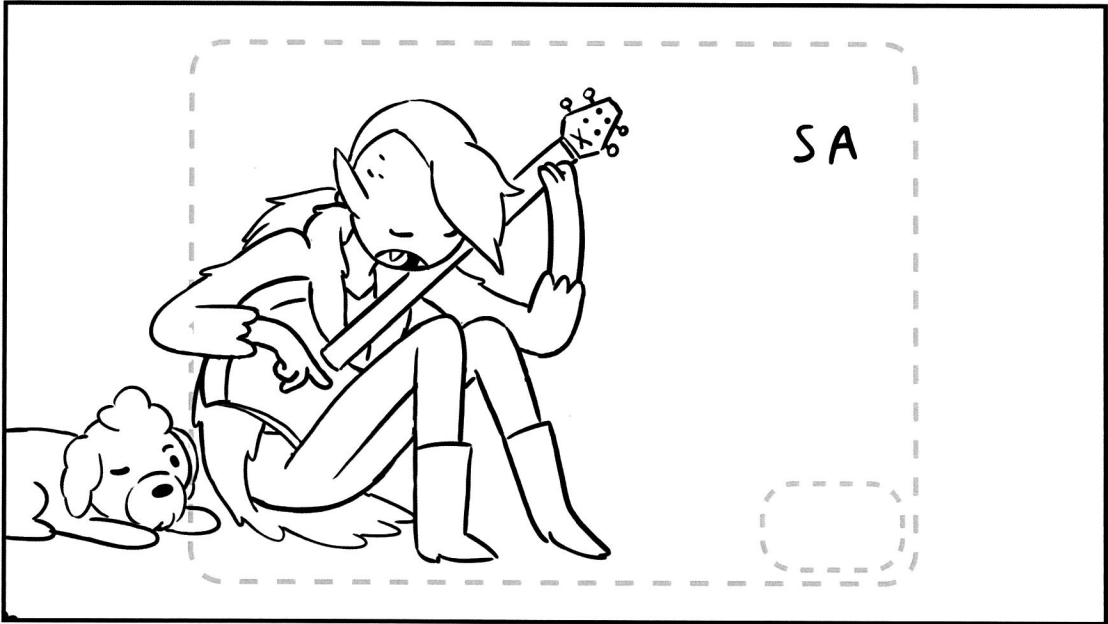
day night

Sc. 97

Pnl. C

Bg.

day night



Dialog:	<p><u>M</u>: ♪ THERE'S A CHANGE IN THE STATUS-- ♪</p>	<p><u>M</u>: QUO-O-O ♪ GONNA NEED-- ♪</p>
Action:		
Timing:		

EPISODE # 1034-213

Production:

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ADVENTURE TIME

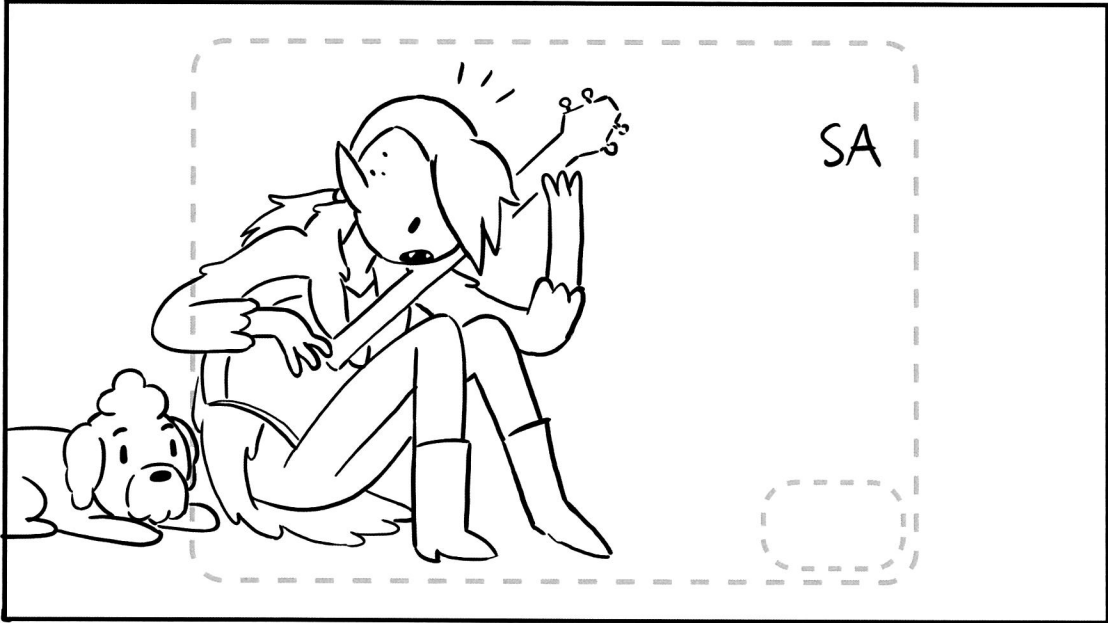


Sc. 97

Pnl. D

Bg.

day night

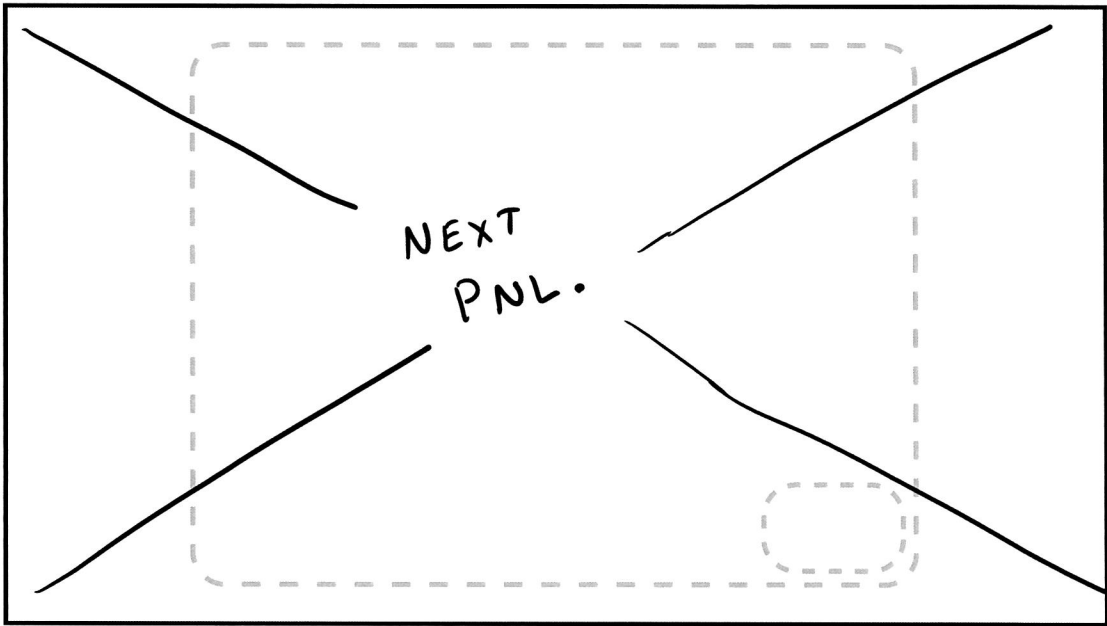


Sc.

Pnl.

Bg.

day night



Dialog:

BOY: (O/S) * COUGH! *

Action:

-M. STOPS PLAYING SUDDENLY.

Timing:

1034-213
EPISODE #
Production:

ADVENTURE TIME



Sc. 97

Pnl. E

Bg.

day night

A storyboard panel for scene 97, panel E. The background is a simple landscape with a hill and some clouds. In the center, a character with long hair and a tunic is sitting on the ground, looking down at a small dog lying next to them. To the left, another character wearing a hood with ears is peeking out from behind a rock. A dashed rectangular box encloses the two characters on the left. To the right of the main scene, there is a separate rectangular area containing a large rock. A horizontal arrow points from the main scene towards this rock, with the word 'PAN' written inside the arrow.

Dialog:
Action: - M. LOOKS LEFT. - PAN R, TO INCLUDE GRAHAM.
Timing:

ADVENTURE TIME



Sc. 97

Pnl. F

Bg.

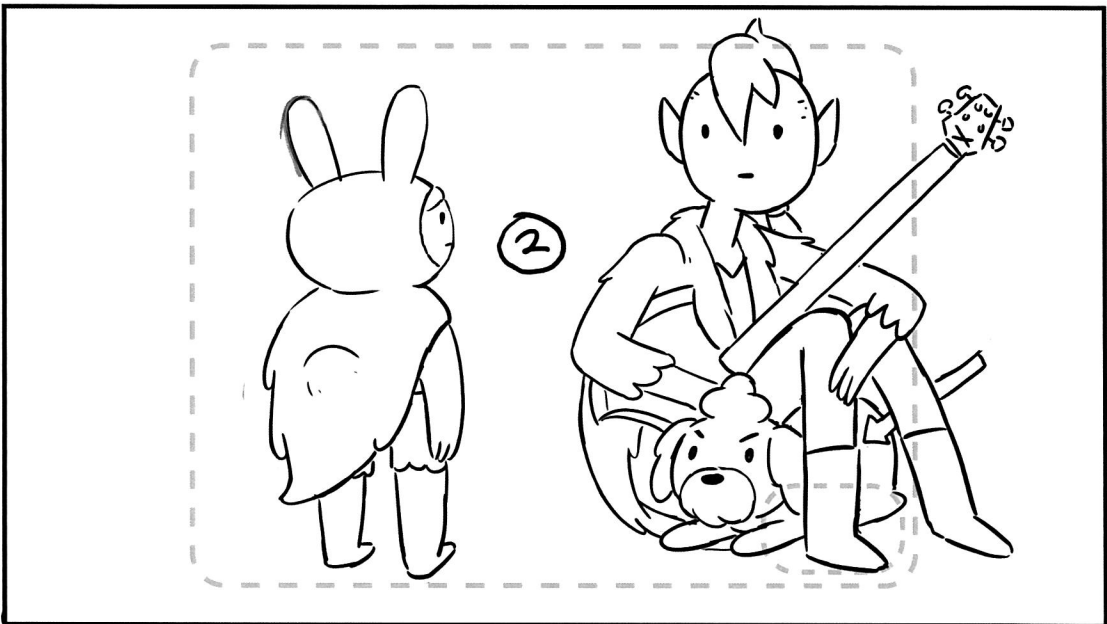
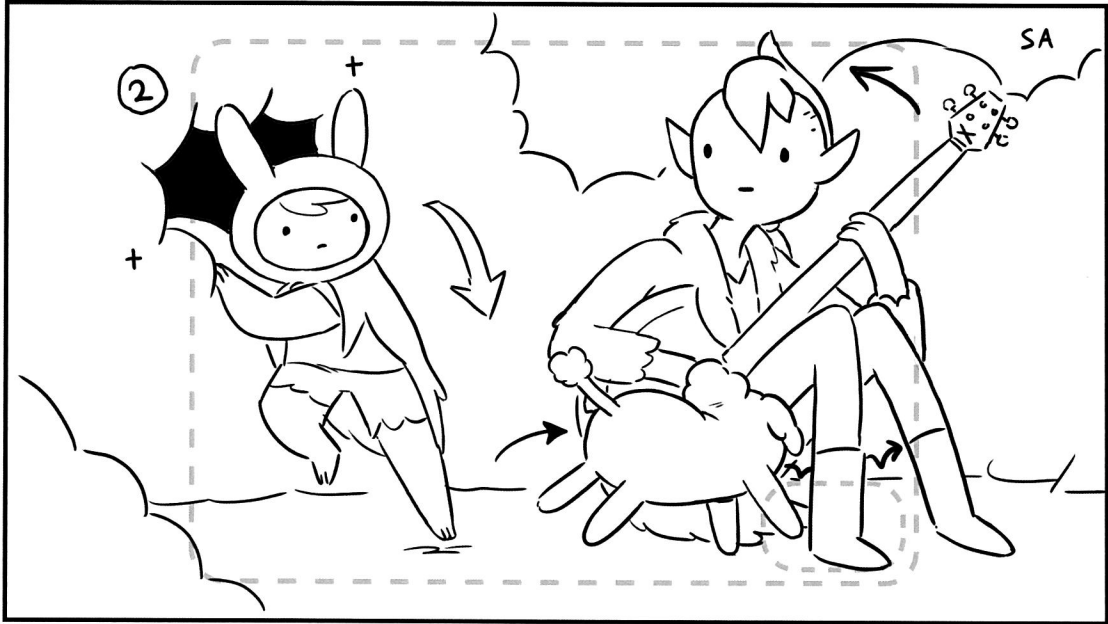
day night



Sc. 97

Pnl. G

Bg.

day night



Dialog:	<u>SFX:</u> * RUSTLE *	
Action:	- G. CLIMBS OUT OF BUSH.	
Timing:	 	

ADVENTURE TIME

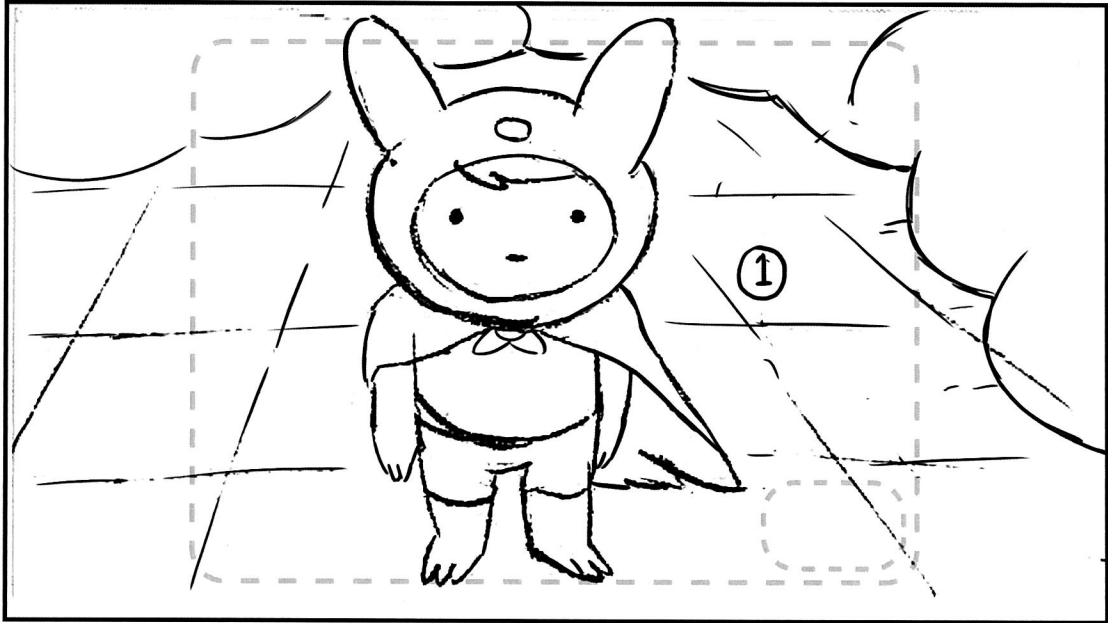


Sc. 98

Pnl. A

Bg.

day night

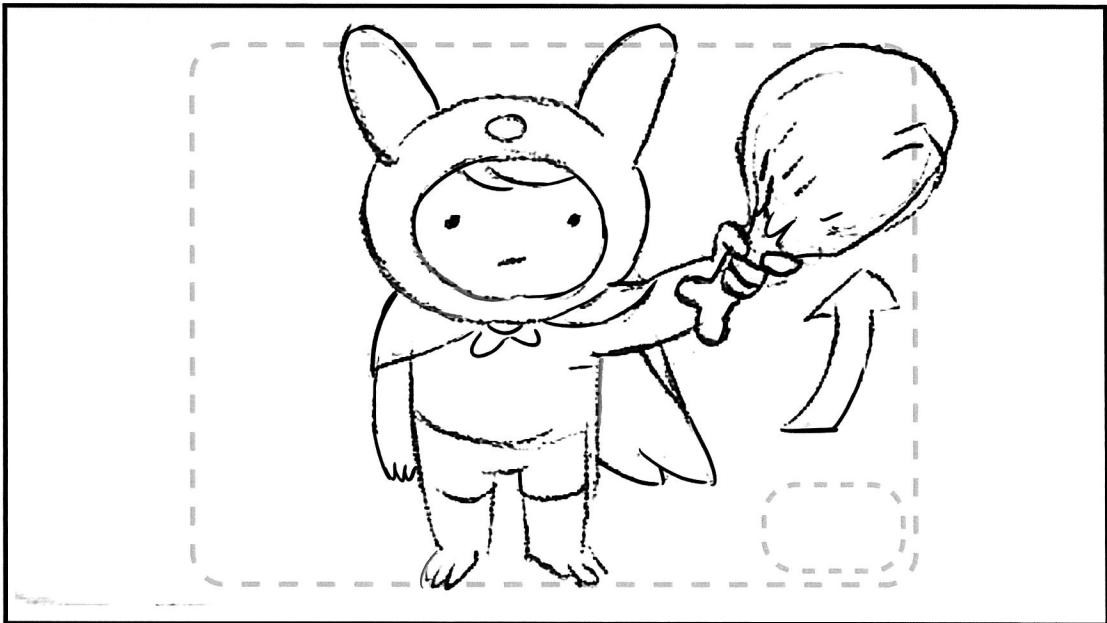


Sc. 98

Pnl. B

Bg.

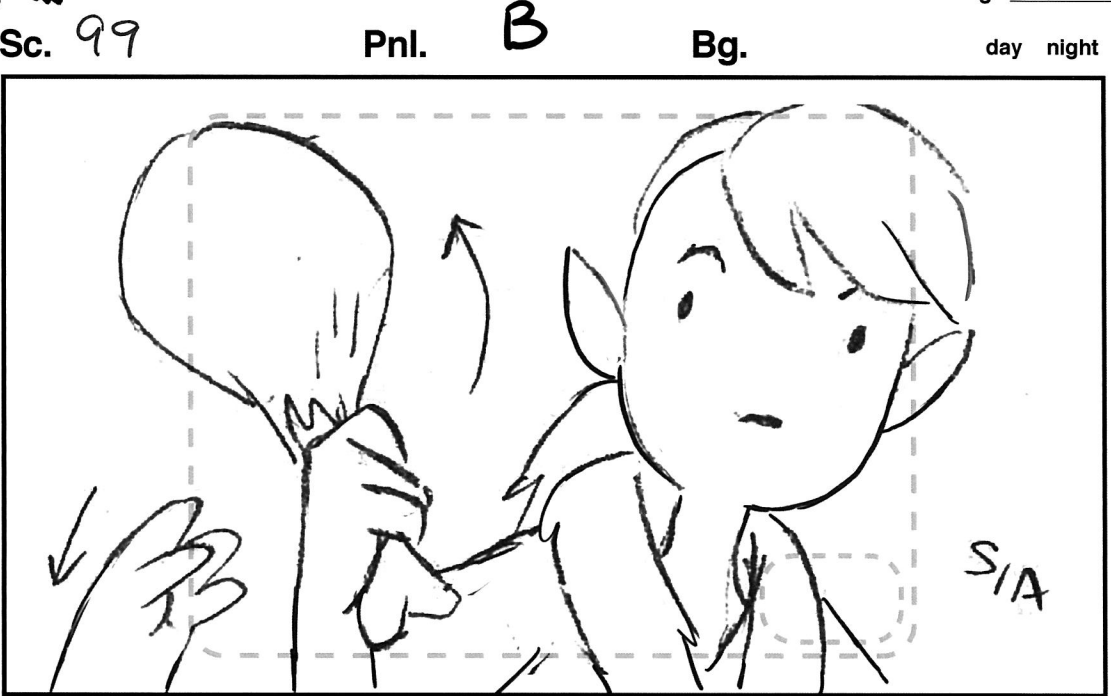
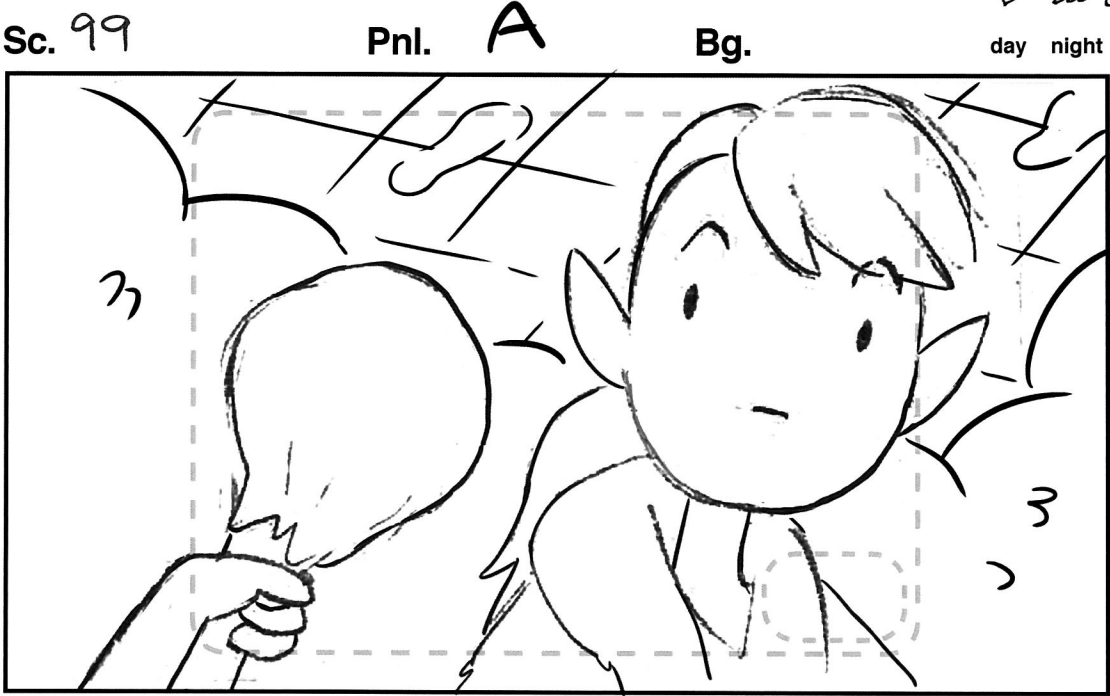
day night



Dialog:	<u>B</u> : * SNF *
Action:	- MARCELINE POV.
Timing:	

- BOY HOLDS UP DRUMSTICK.

ADVENTURE TIME



Dialog:

Action:

Timing:

.M TAKES
DRUMSTICK



EPISODE # 1034-213

Production:

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ADVENTURE TIME

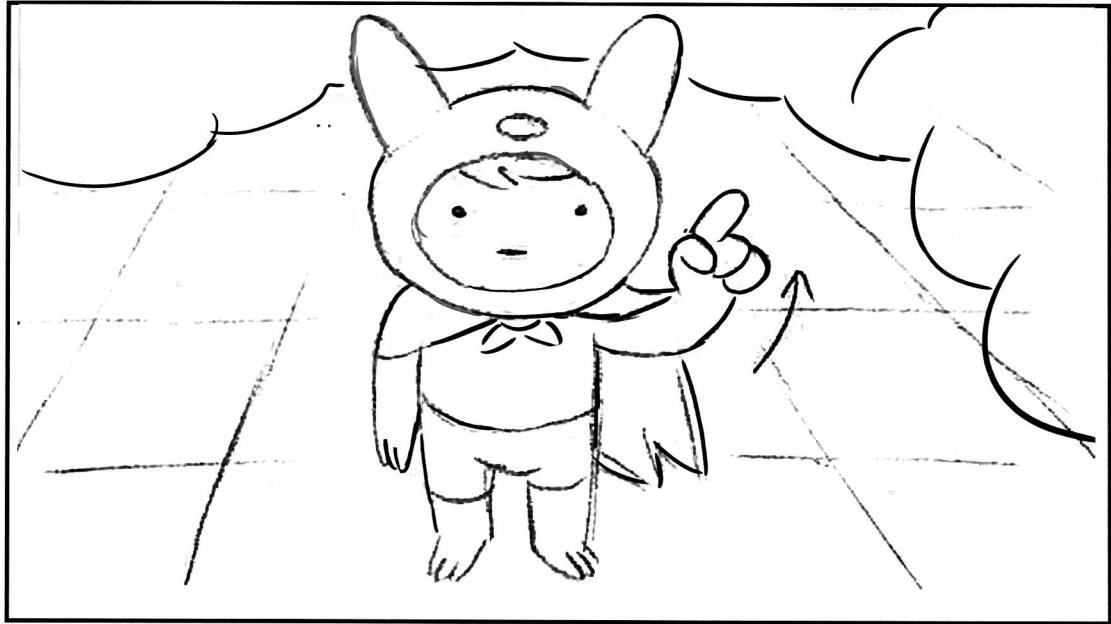


Sc. 100

Pnl.

Bg.

day night



Sc. 100

Pnl.

Bg.

day night

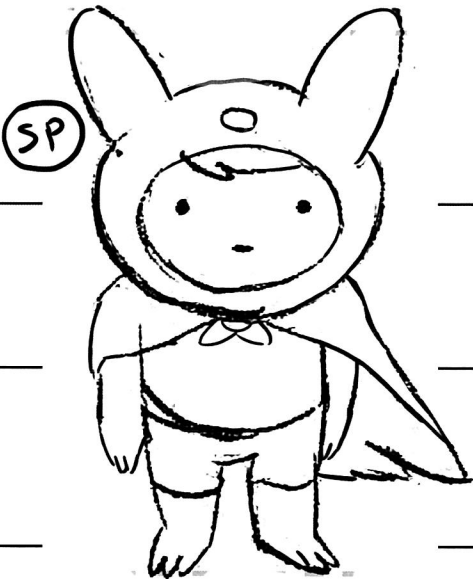


Dialog:

Action:

- BOY POINTS

Timing:



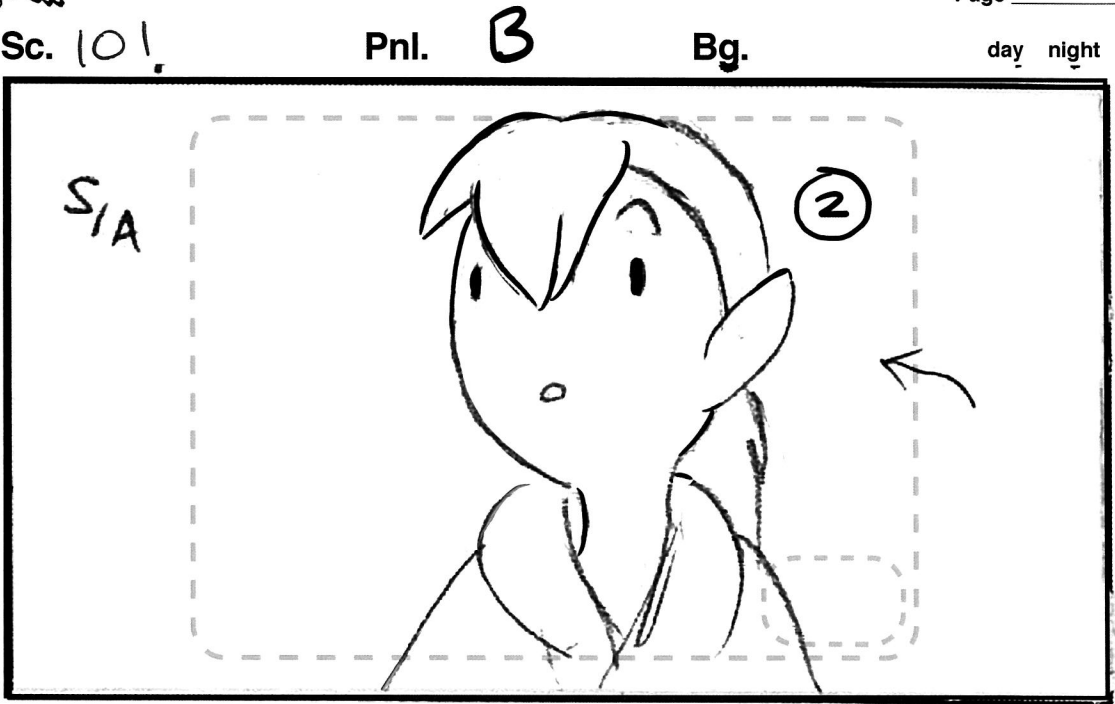
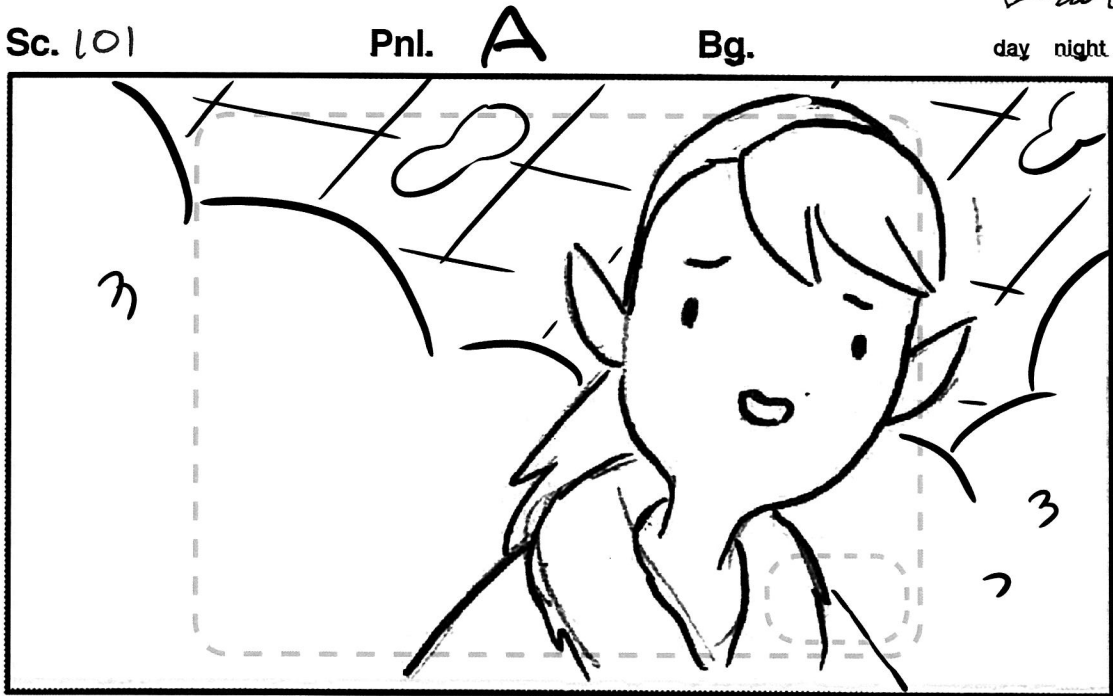
B: *AIR GUITAR*
NOISES

- B. MAKES AIR
GUITAR MOTION.

CYCLE:
①, ②, ①, ② ect.



ADVENTURE TIME



Dialog: M: YOU ... WANT ME TO PLAY MORE ?

Action:

Timing:



EPISODE # 1034-213

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ADVENTURE TIME

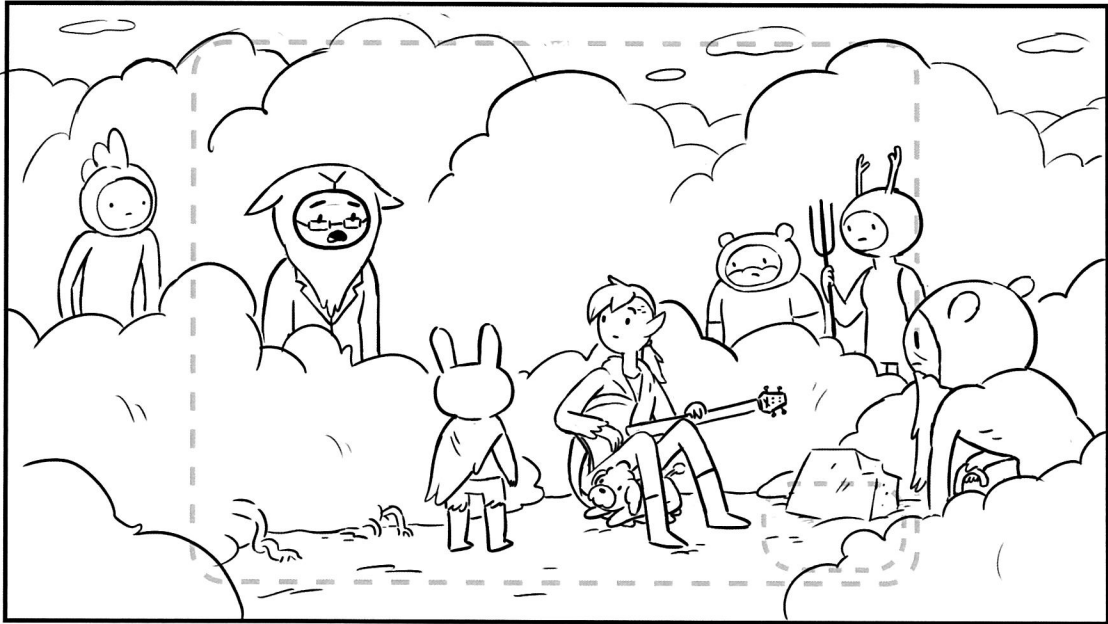


Sc. 102

Pnl. A

Bg.

day night

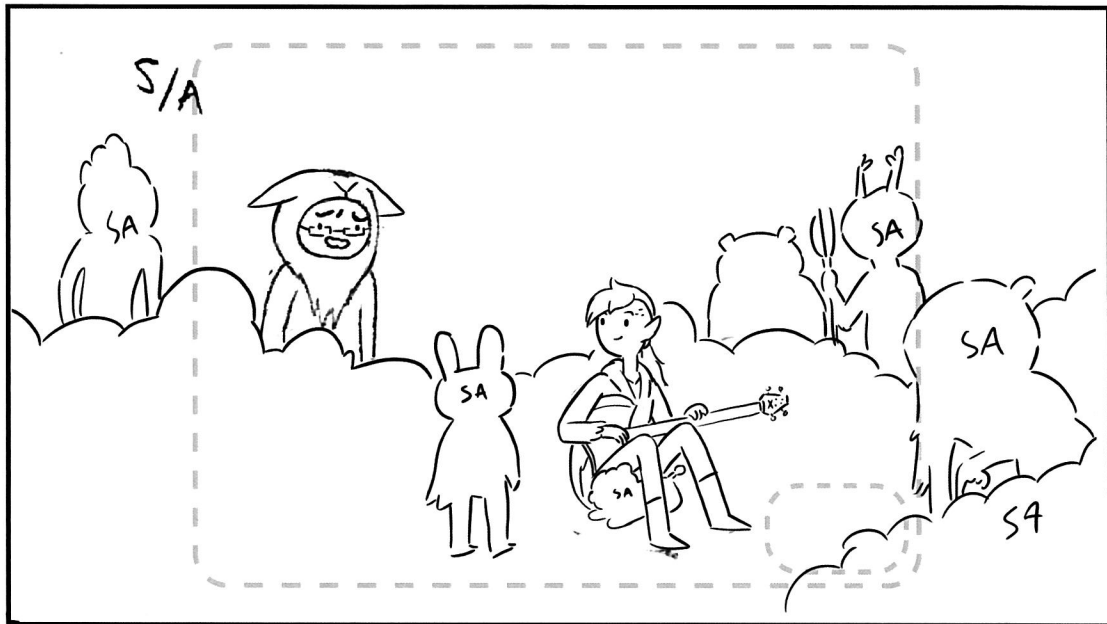


Sc. 102

Pnl. B

Bg.

day night



Dialog:	<p><u>II</u>: THE CONSENSUS IS THAT YOUR COVER IS BETTER.</p>	<p>(WEAK) <u>II</u>: I'M NOT SO GOOD- HA-HA ...</p>
Action:	<p>- M. IS SURROUNDED BY HUMANS.</p>	
Timing:		

EPISODE # 1034-213

Production:

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ADVENTURE TIME



Sc. 103

Pnl. A

Bg.

day night



Sc. 103

Pnl. B

Bg.

day night

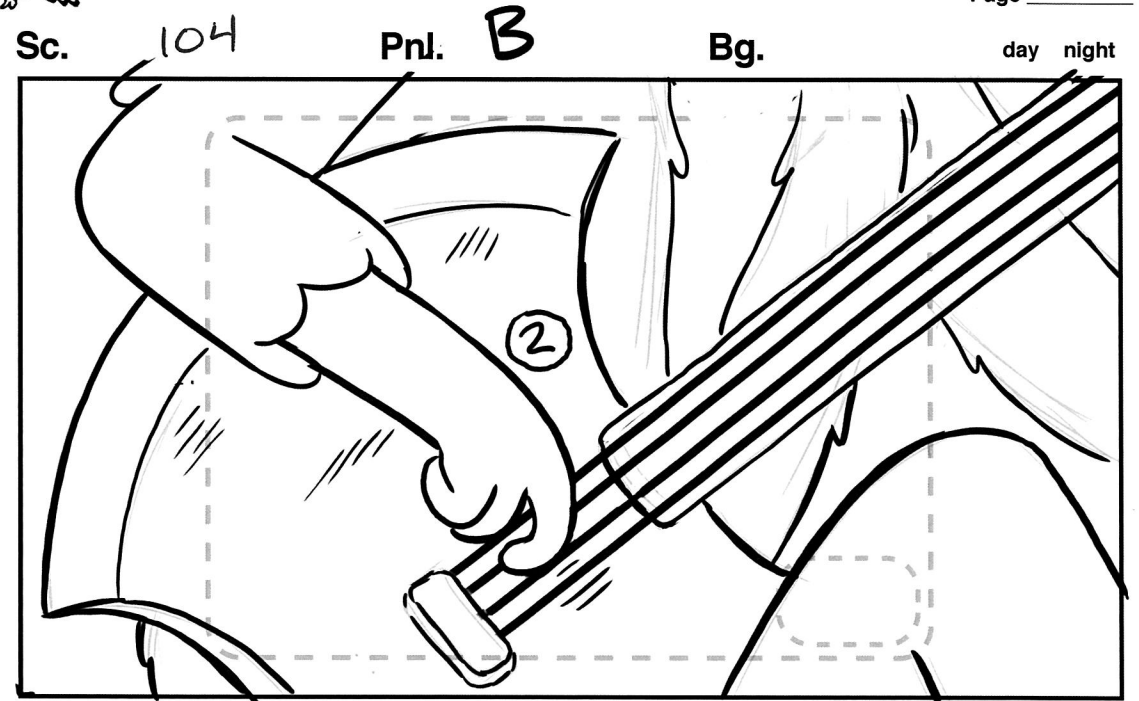
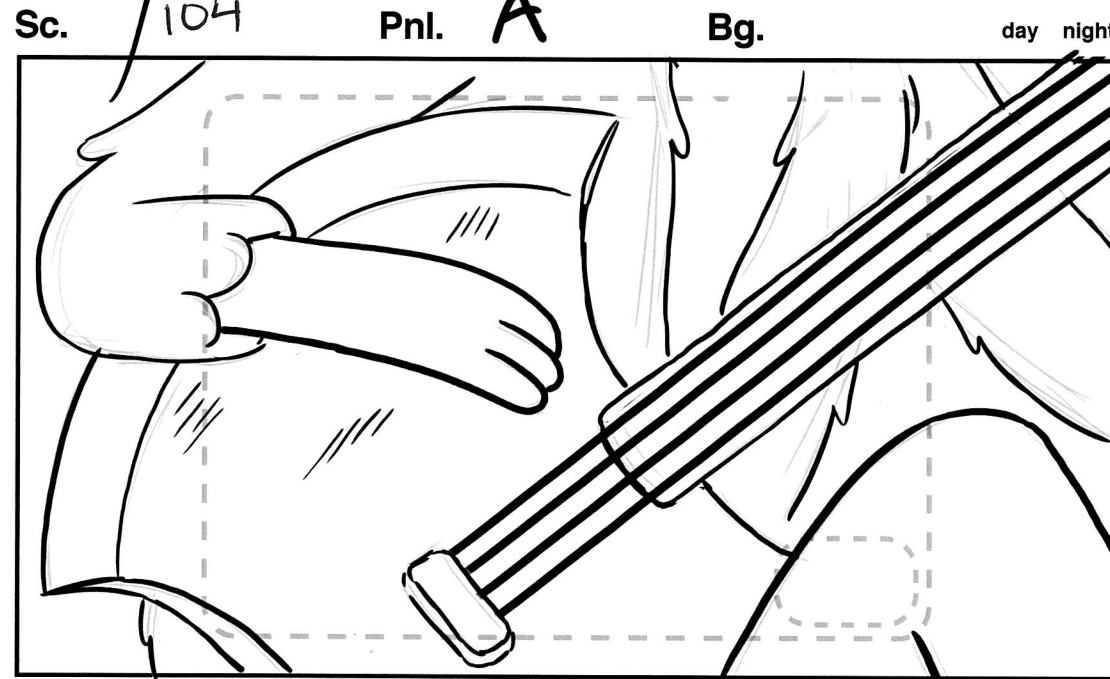


Dialog:	<p>M: ♪ ACCORDING TO OUR ♪ NEW ARRIVAL...</p>
Action:	<p>- M STARTS SINGING AGAIN.</p>
Timing:	

EPISODE # 1034-213
Production:

BUSHES

ADVENTURE TIME



Dialog:

M: LIFE IS MORE -- ♪

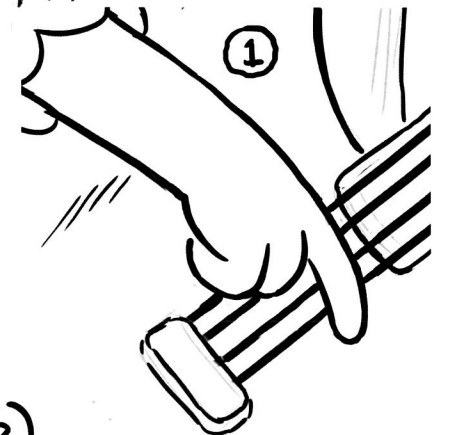
M: THAN MERE SURVIVAL... ♪

Action:

- M PLUCKS STRING

Timing:

CYCLE:
①, ②, ①, ② ect.



ADVENTURE TIME

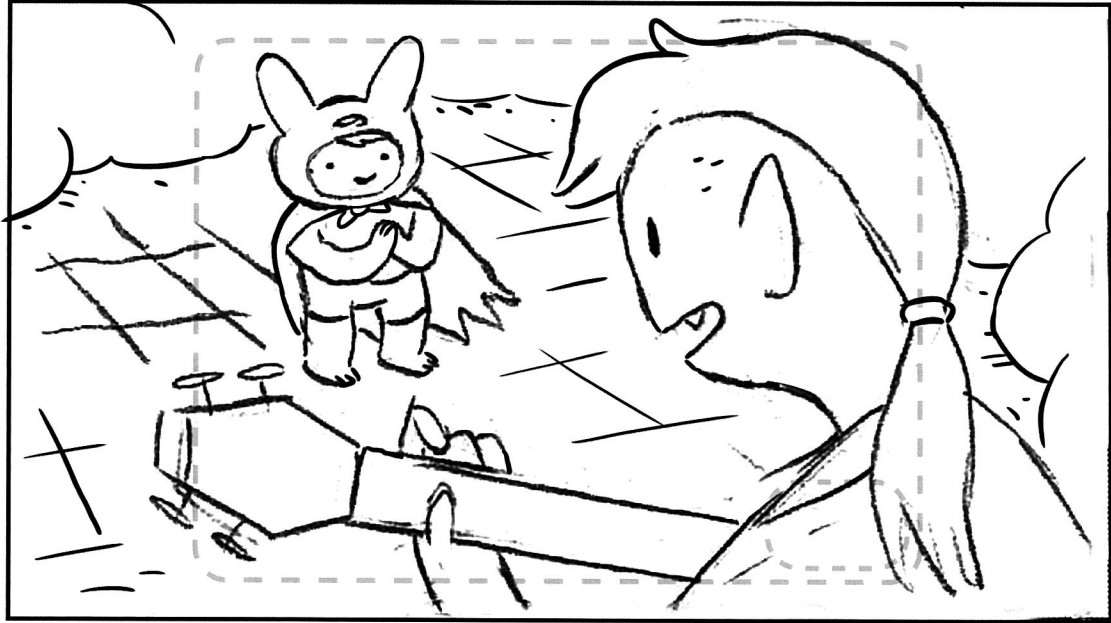


Sc. 105

Pnl. A

Bg.

day night

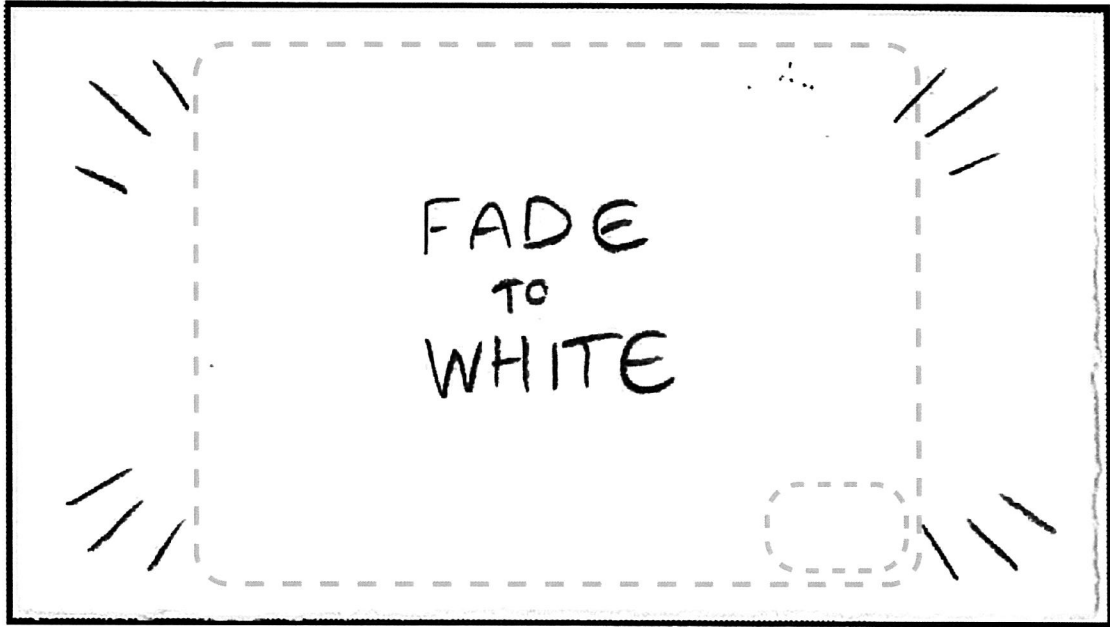



Sc. 105

Pnl. B

Bg.

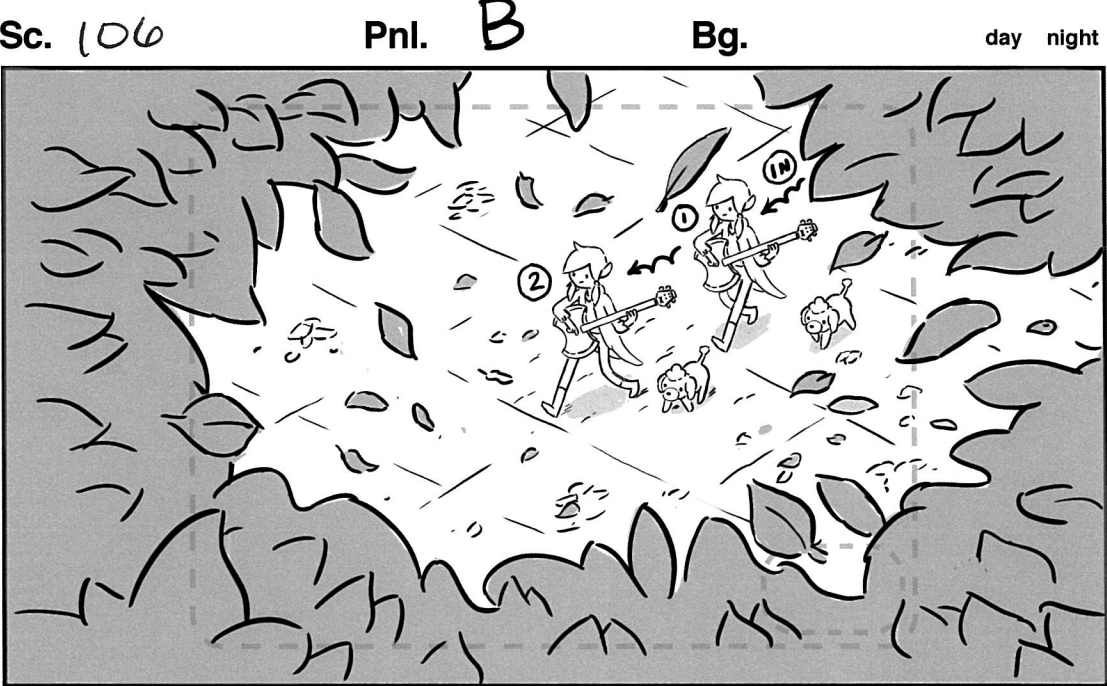
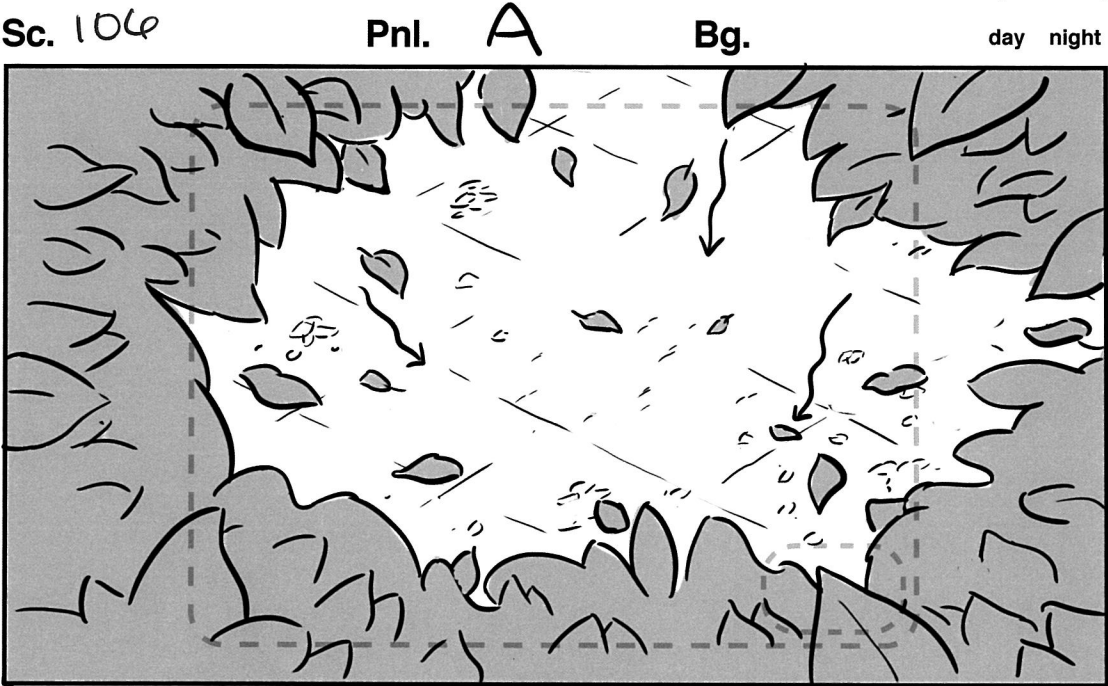
day night



Dialog:	M: AND WE JUST MIGHT - - ♪	M: LIVE THE GOOD LIFE YET... ♪
Action:		- FADE TO WHITE
Timing:		

EPISODE # 1034-213
Production:

ADVENTURE TIME



Dialog:

SFX:
* STRUMMING. . . *

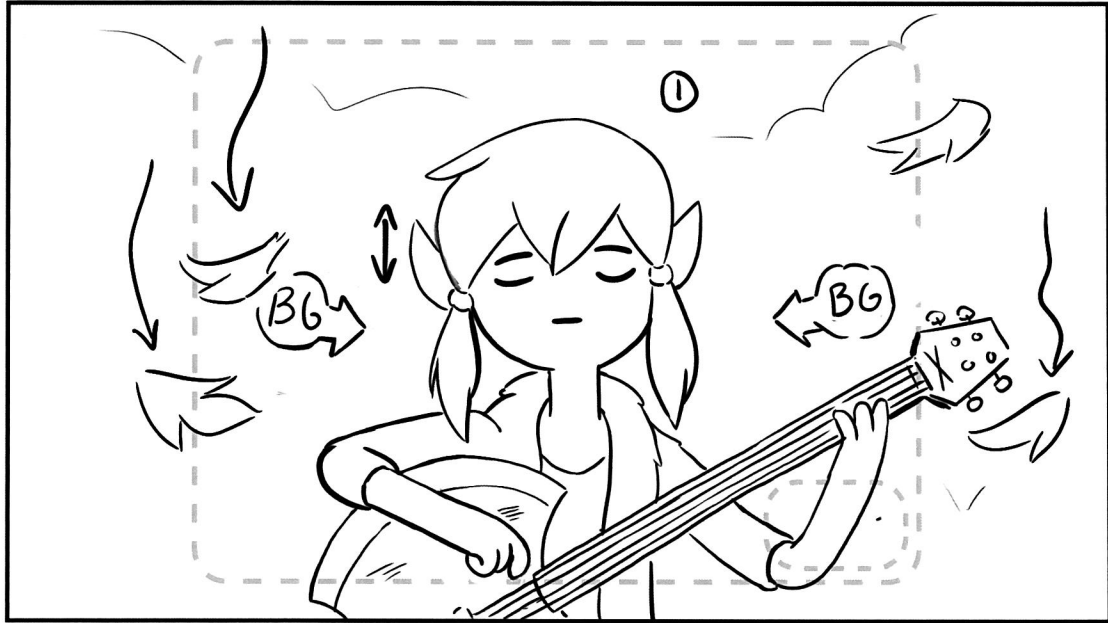
Action:
X DISSOLVE. -M. WALKING THROUGH CLEARING, PLAYING BASS. SCHWABL FOLLOWS HER.
X -AUTUMN LEAVES FALLING.

Timing:

ADVENTURE TIME



Sc. 107 Pnl. A Bg. day night

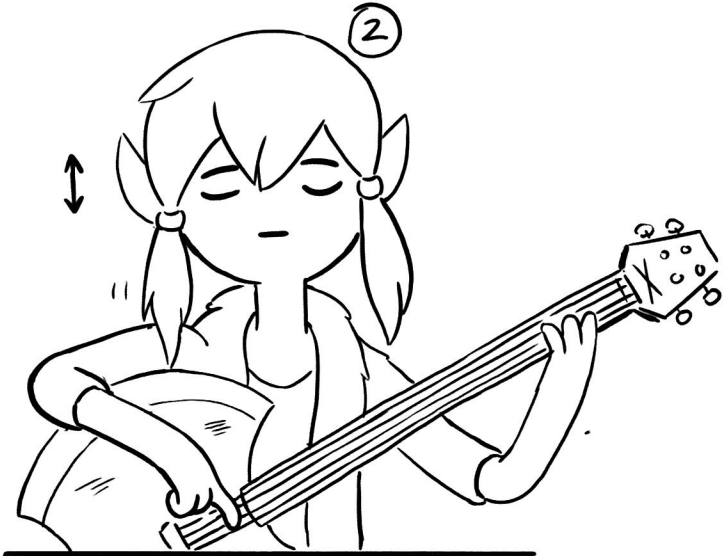
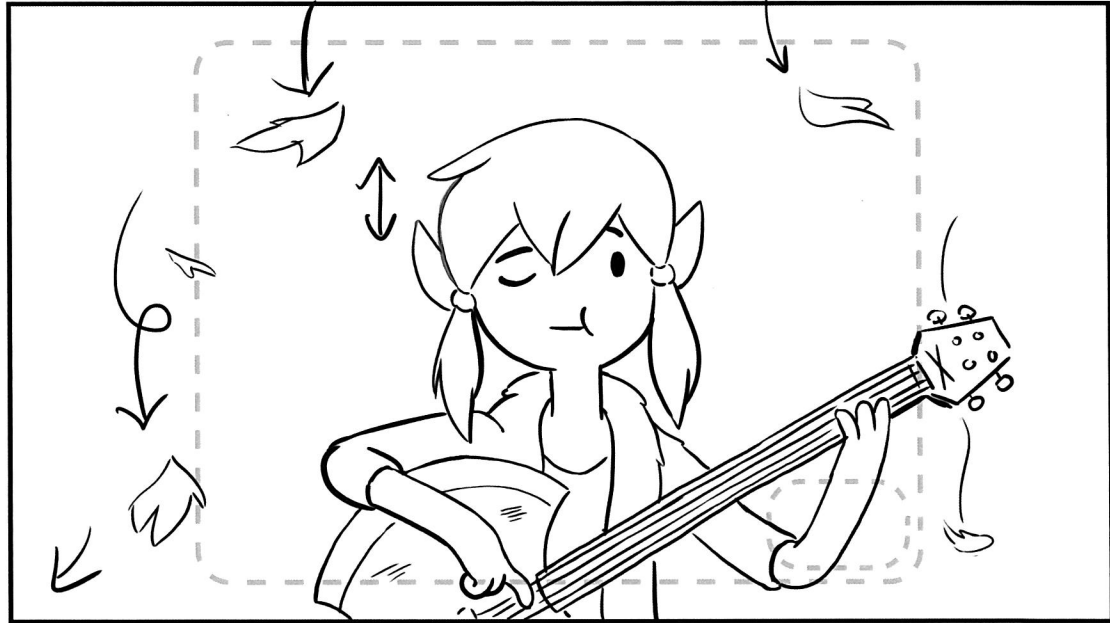


Dialog:
(O/S)
SFX: * RUSTLING *

Action:
- M'S HAIR HAS GROWN OUT SINCE LAST SEQUENCE.

Timing:
CYCLE:
①, ②, ①, ② ect

Sc. 107 Pnl. B Bg. day night



M: HMM?

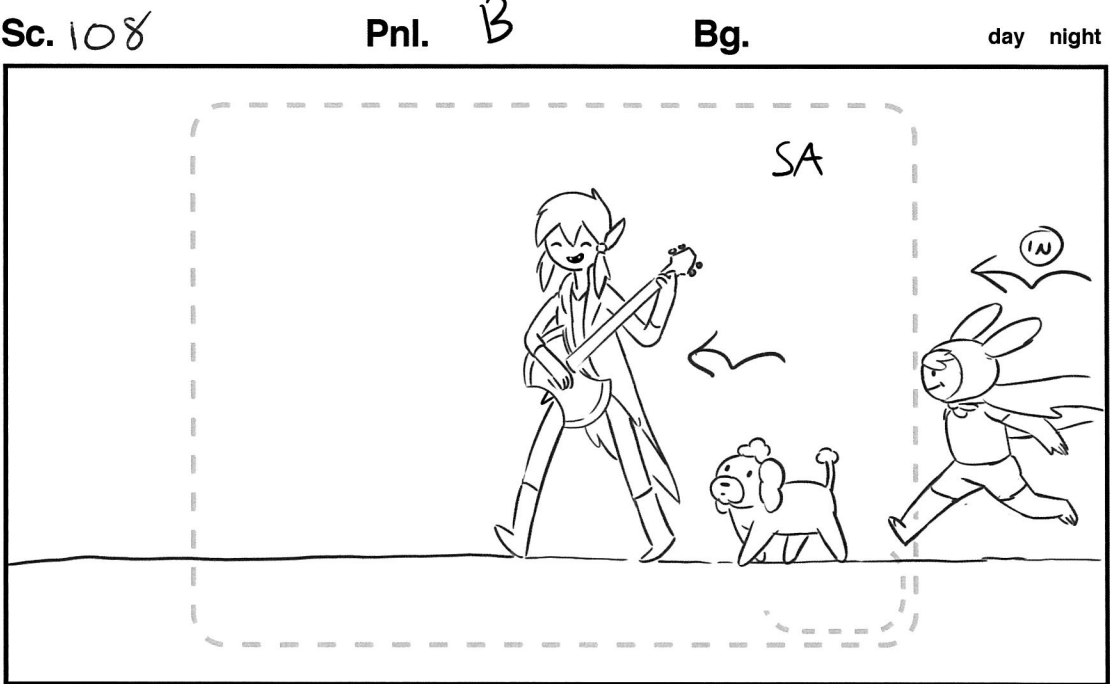
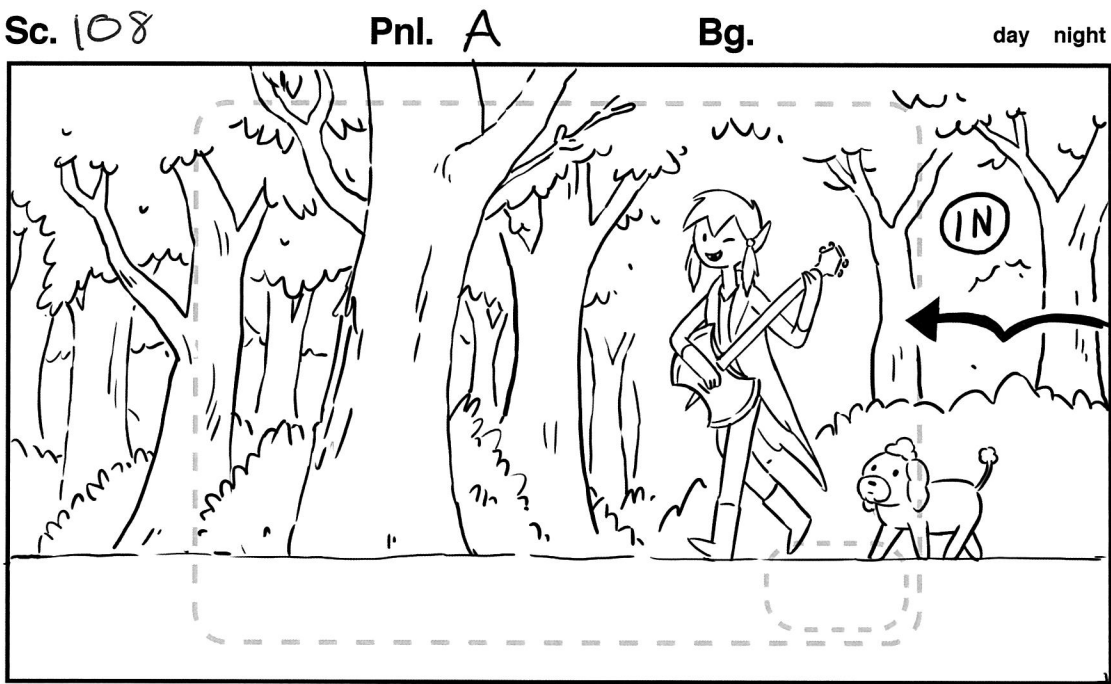
- M LOOKS UP W/ ONE EYE.

1034-213

EPISODE #

Production:

ADVENTURE TIME



Dialog:

M: OH MAN, SCHWABL —
— I SURE HOPE THERE'S AINT A LIL VAMPIRE KID.
SNEAKING UP BEHIND ME, . .

Action:

- M. WALKS ON/S AND CASTS A
SIDELONG GLANCE AT SCHWABL .

- BOY RUNS ON/S.

Timing:

ADVENTURE TIME



Sc. 108

Pnl. C

Bg.

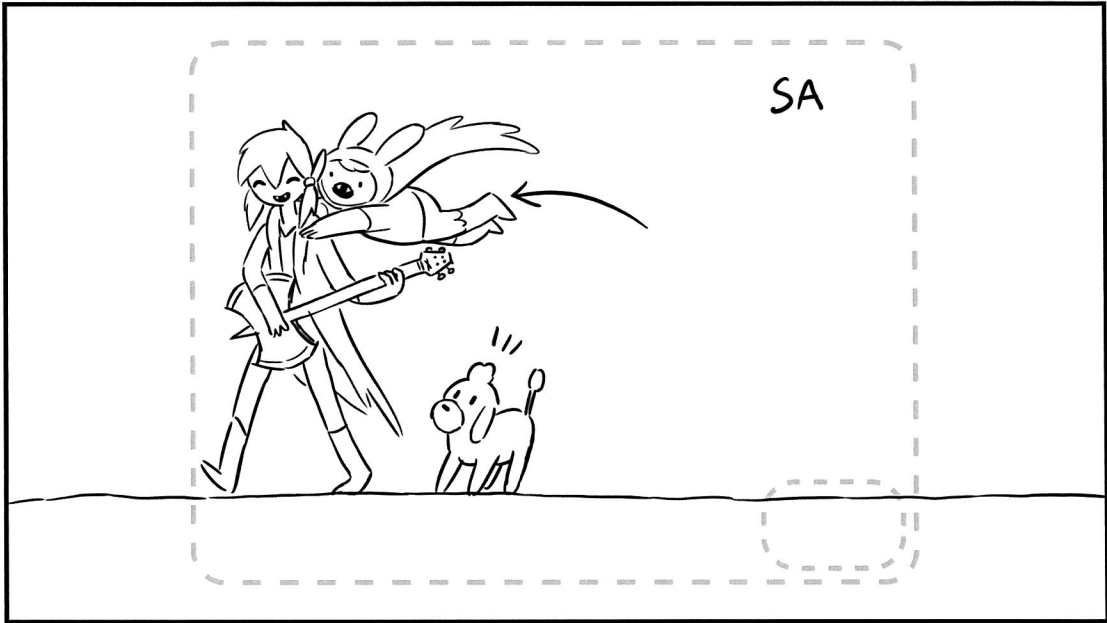
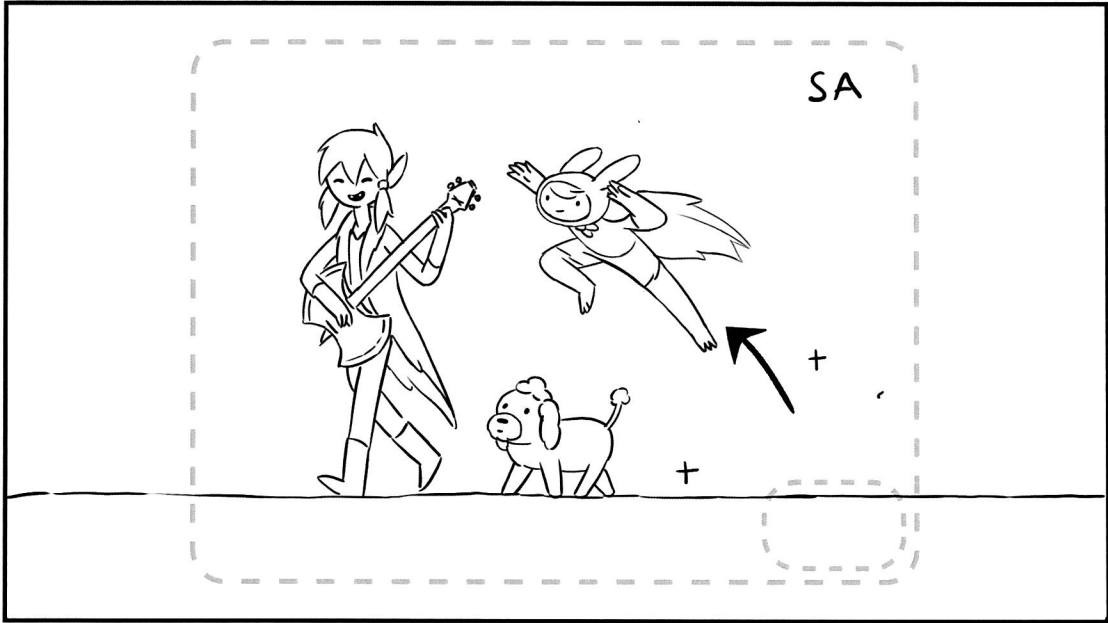
day night

Sc. 108

Pnl. D

Bg.

day night



Dialog:	M: AGAINST THE LIL KID KIND --	M: I'M LIKE DEFENSELESS
Action:	-BOY LEAPS, 	
Timing:		

1034-213

EPISODE #

Production:

ADVENTURE TIME

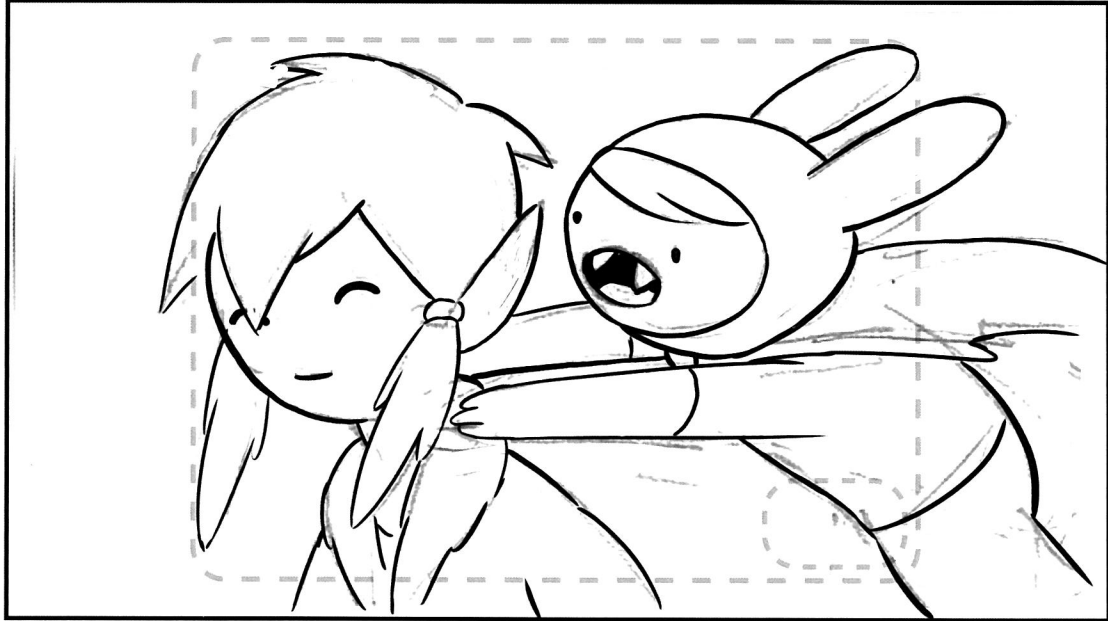


Sc. 109

Pnl. A

Bg.

day night

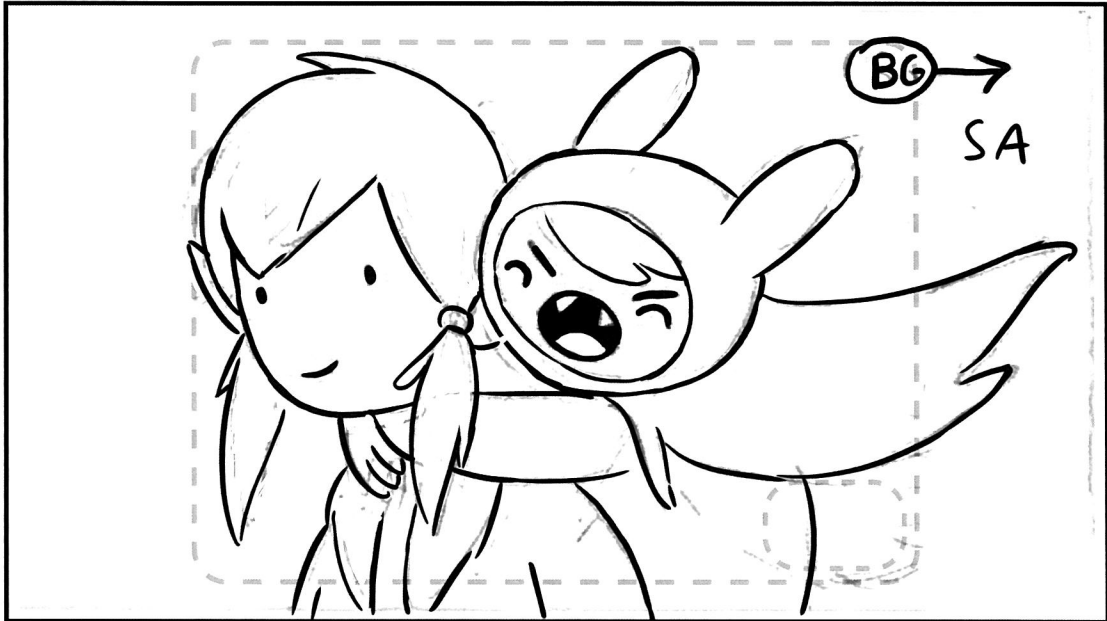


Sc. 109

Pnl. B

Bg.

day night



Dialog:	<u>BOY</u> : HISS!	<u>B</u> : <u>VAMPIRE ATTACK!</u>
Action:	-BOY BARES FAKE FANGS.	-BOY GRABS M.
Timing:		

ADVENTURE TIME



Sc. 109

Pnl. C

Bg.

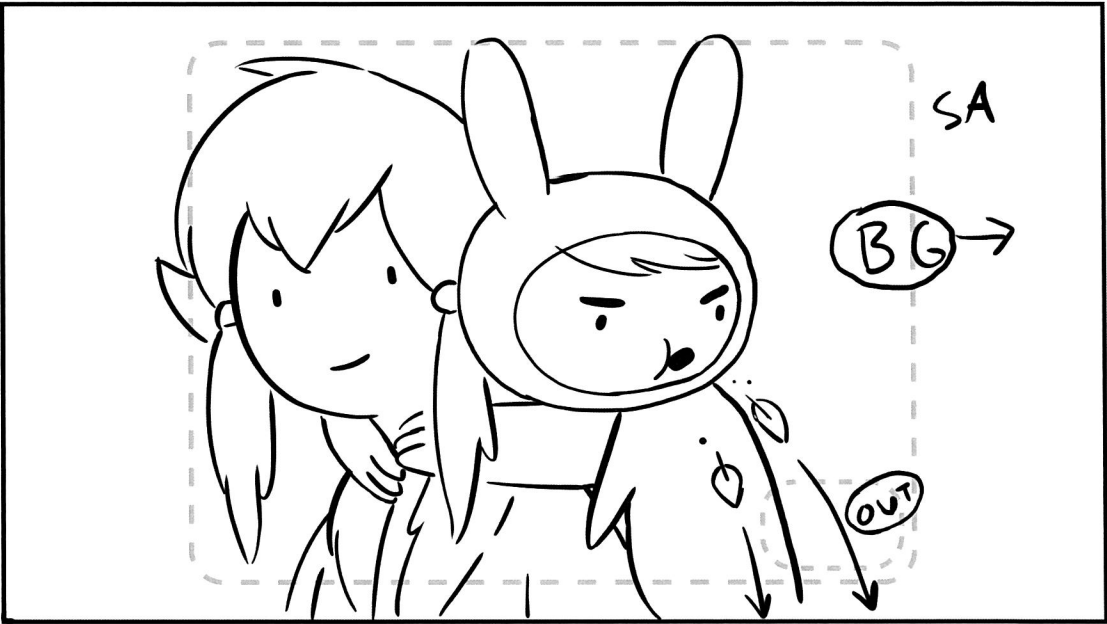
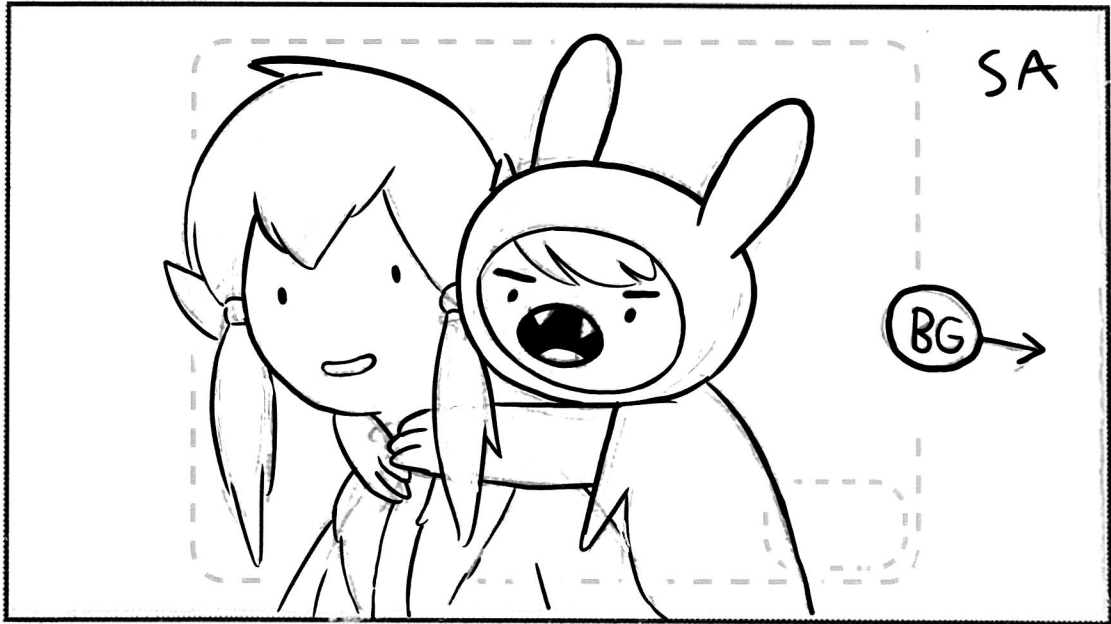
day night

Sc. 109

Pnl. D

Bg.

day night



Dialog:

M: OH NOOOOO ... I'M DEAD.

Boy: * P-TOO *

Action:

-G SPITS OUT FAKE FANG LEAVES

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME

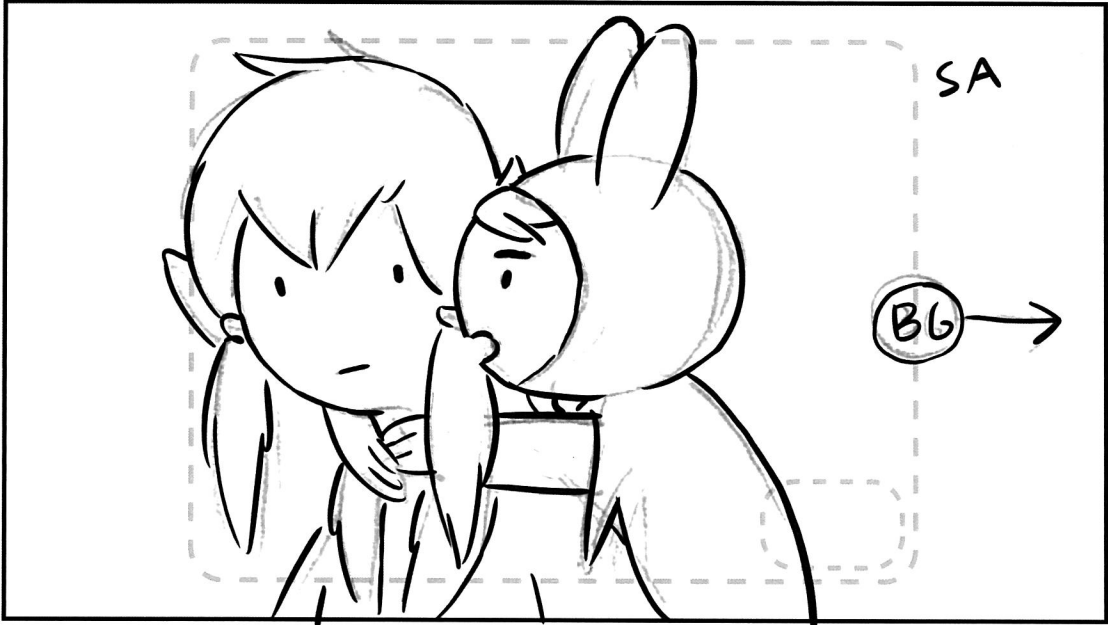


Sc. 109

Pnl. E

Bg.

day night

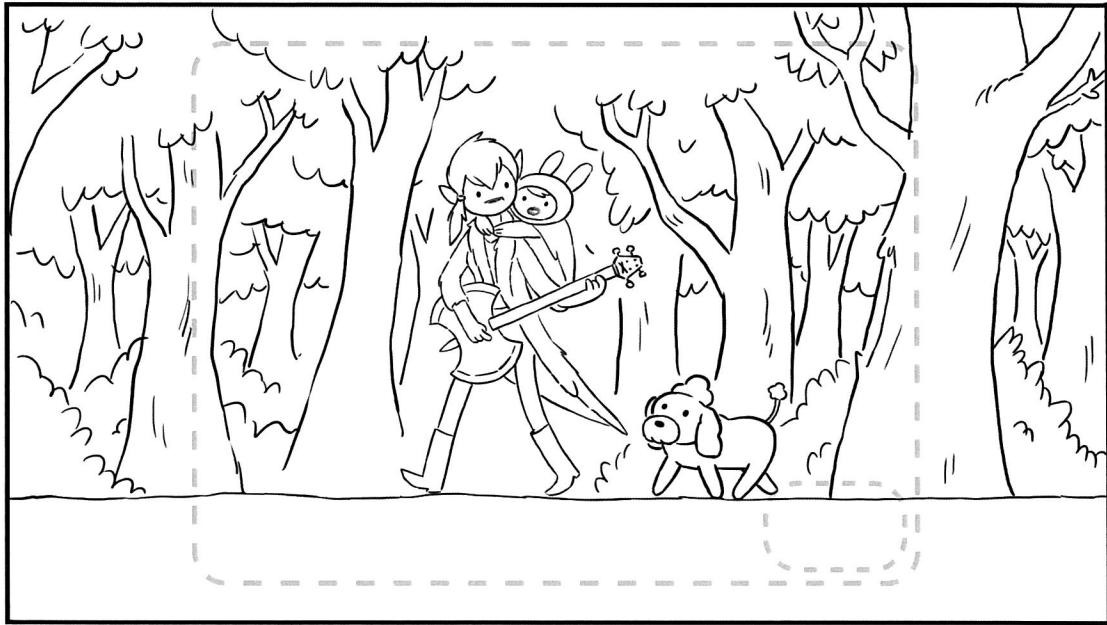


Sc. 110

Pnl. A

Bg.

day night



Dialog:

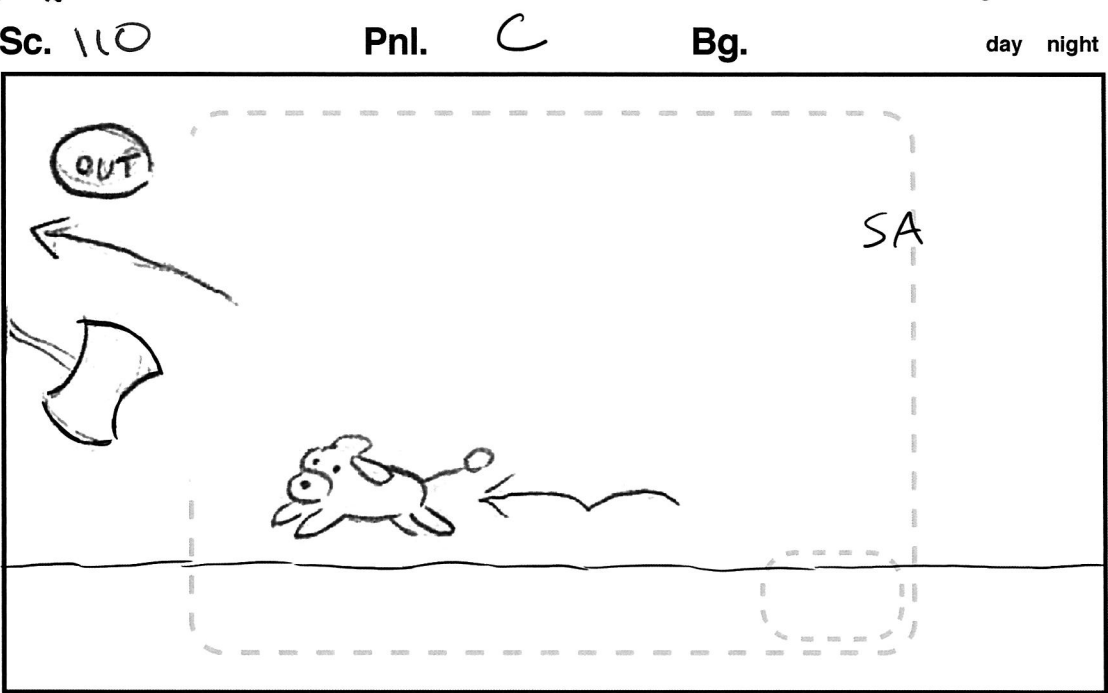
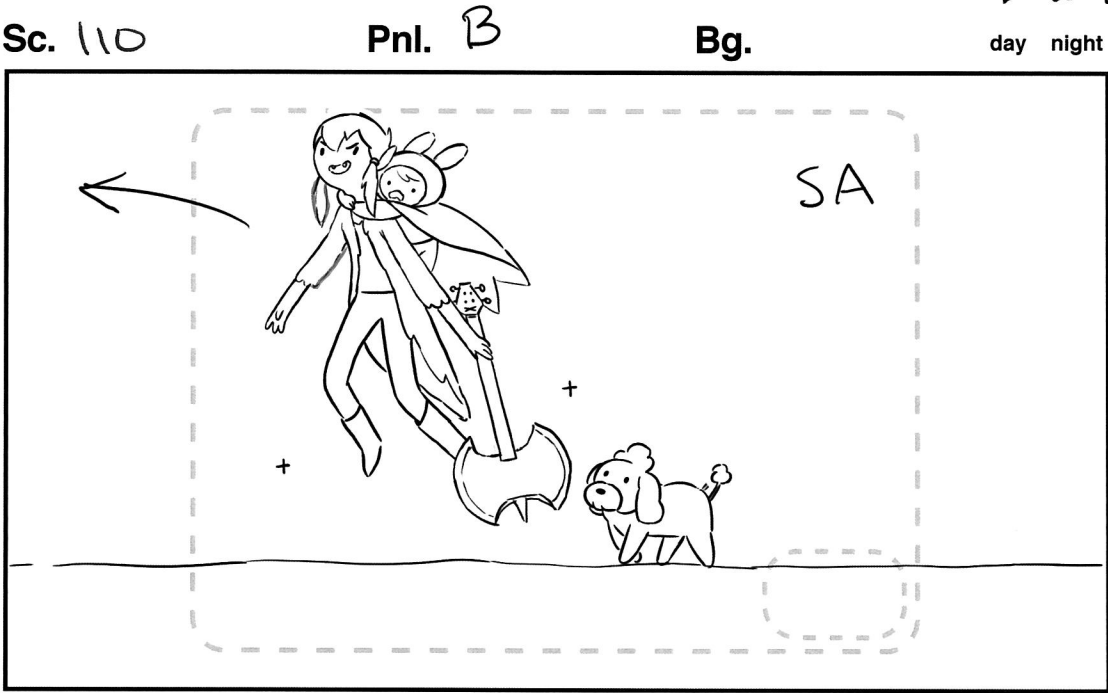
B: THIS IS SERIOUS
MARCELINE! WHAT
IF I WAS A VAMPIRE?

B: I WON'T ALWAYS BE
HERE TO PROTECT YOU.

Action:

Timing:

ADVENTURE TIME



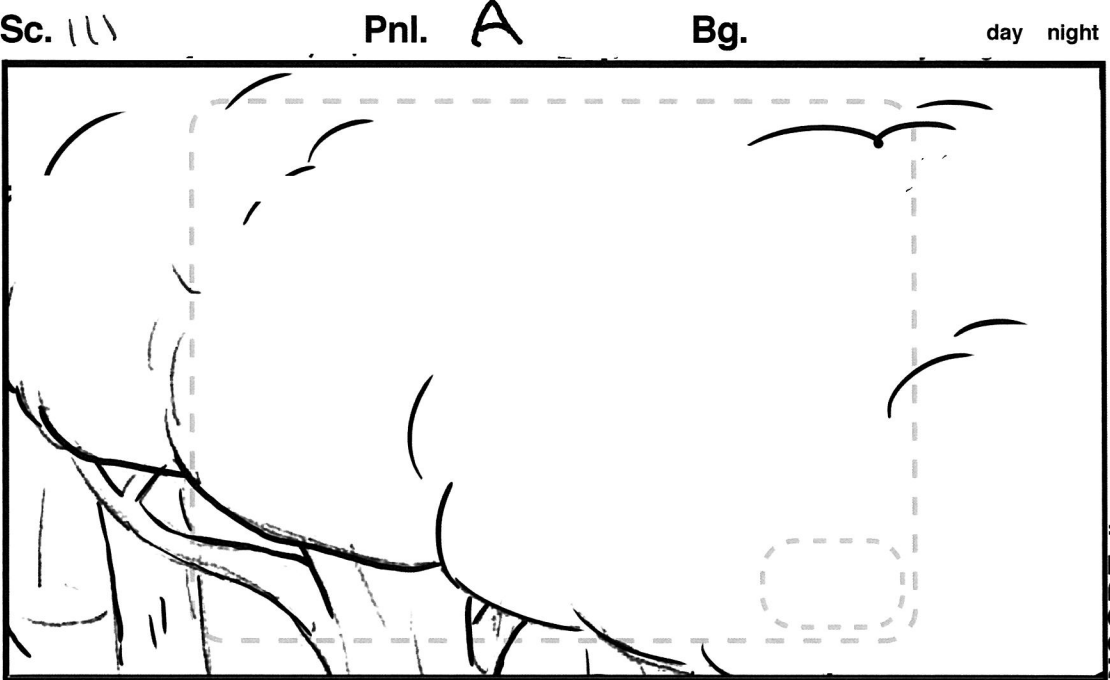
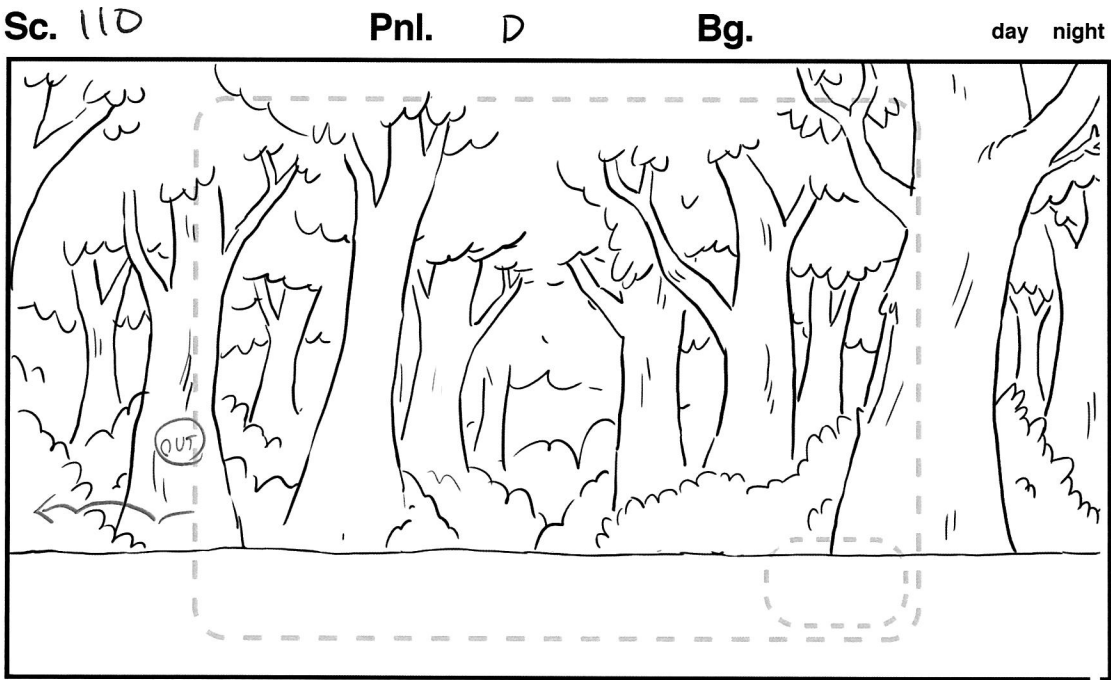
Dialog:	(SERIOUS) B: YOU <u>NEED</u> AN ANIMAL HAT. M: HA	G: C'MON SCHWABL
Action:	- M. FLOATS UP.	- M. SHOOTS OFF/S. - SCHWABL RUNS. AFTER.
Timing:		

EPISODE # 1034-213

Production:

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ADVENTURE TIME



Dialog:	SFX: * CONSTRUCTION * SOUNDS
Action:	-SCHWABL EXITS SCREEN. -TREETOPS
Timing:	


ADVENTURE TIME

Page 156

Sc. III Pnl. B Bg. day night

A hand-drawn storyboard panel. The scene is set in a forest with several trees. A character is lying on the ground, appearing to be dead or unconscious. A dashed rectangular box is drawn around the character. To the right of the character, there is a circled 'IN' with an arrow pointing towards the character. The background is simple, with some foliage and trees. The overall style is that of a rough sketch or storyboard.

Sc. 112 Pnl. C Bg. day night



A storyboard panel for a scene. The scene is labeled 'Sc. 112' and 'Pnl. C'. The background is labeled 'Bg.' and the time of day is 'day night'. The panel shows a character with a bunny head and a character with a fox head walking through a forest. The bunny character is holding the fox character. A speech bubble with the word 'Add' is on the left. The background is a forest with trees and a path.

Dialog:

Action:

Timing:

SFX: * LOUDER CONSTRUCTION NOISES

- M. FLES OUT FROM TREES. ADJ. W/ACTION
- LIGHTS FROM OFFIS.

START CAM. MOVE

END

①

②

③

EPISODE # 1034-213

Production:

ADVENTURE TIME

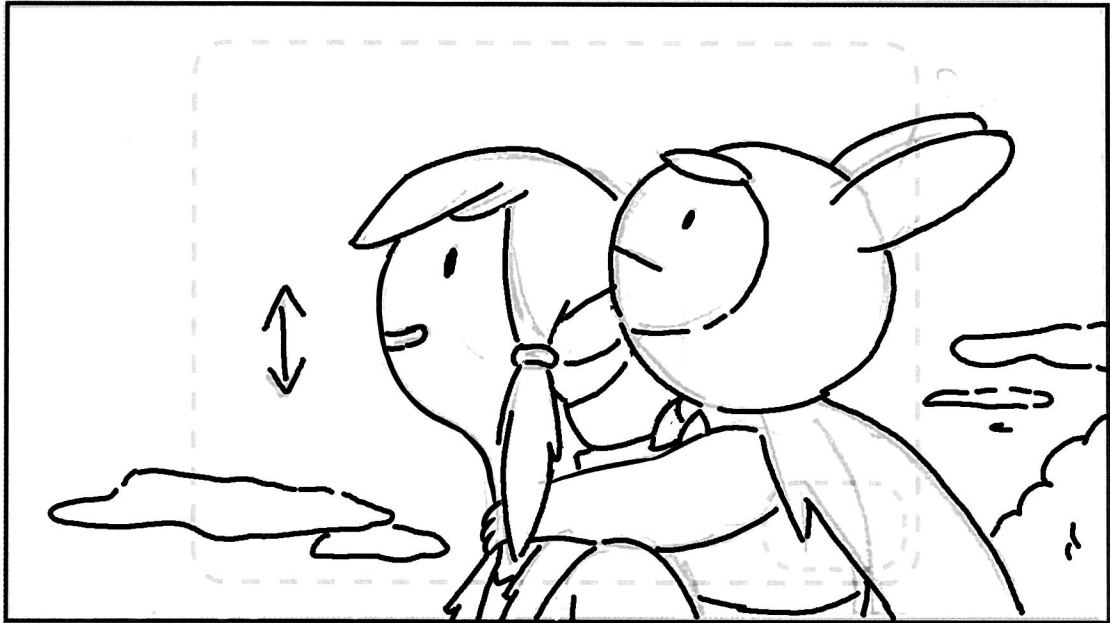


Sc. 113

Pnl. A

Bg.

day night

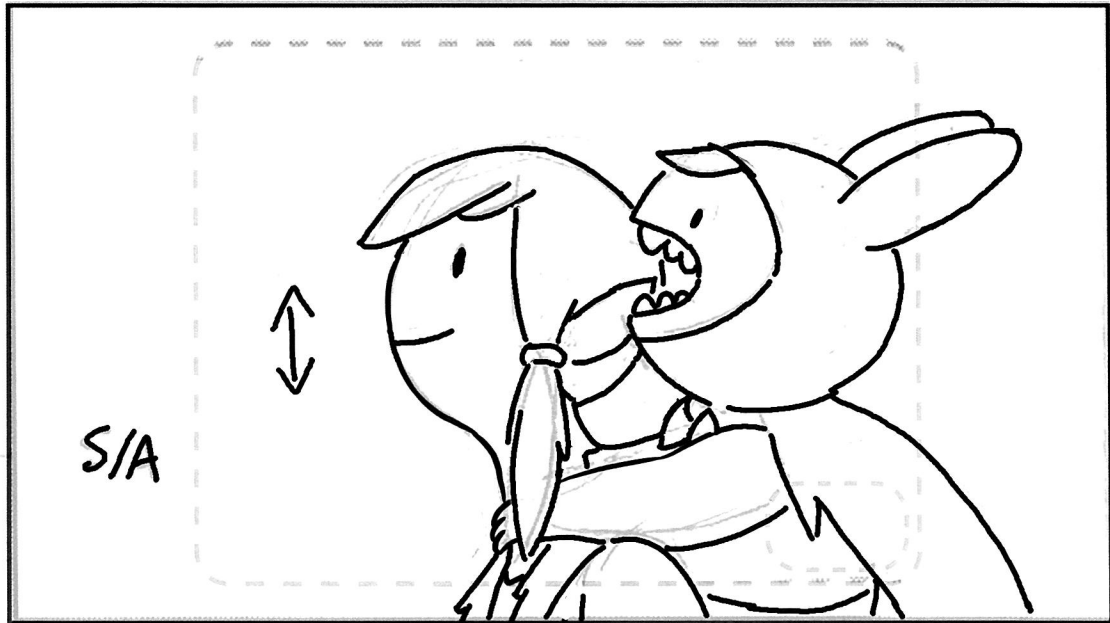


Sc. 113

Pnl. B

Bg.

day night



Dialog:	<p><u>M</u>: LOOKS LIKE THE PROJECT'S COMING ALONG, HUH. <u>B</u>: BWAAAH!</p>	
Action:	- M. HOVERS	- BOY IMITATES SHIP HORN.
Timing:		

EPISODE # 1034-213

Production:

ADVENTURE TIME

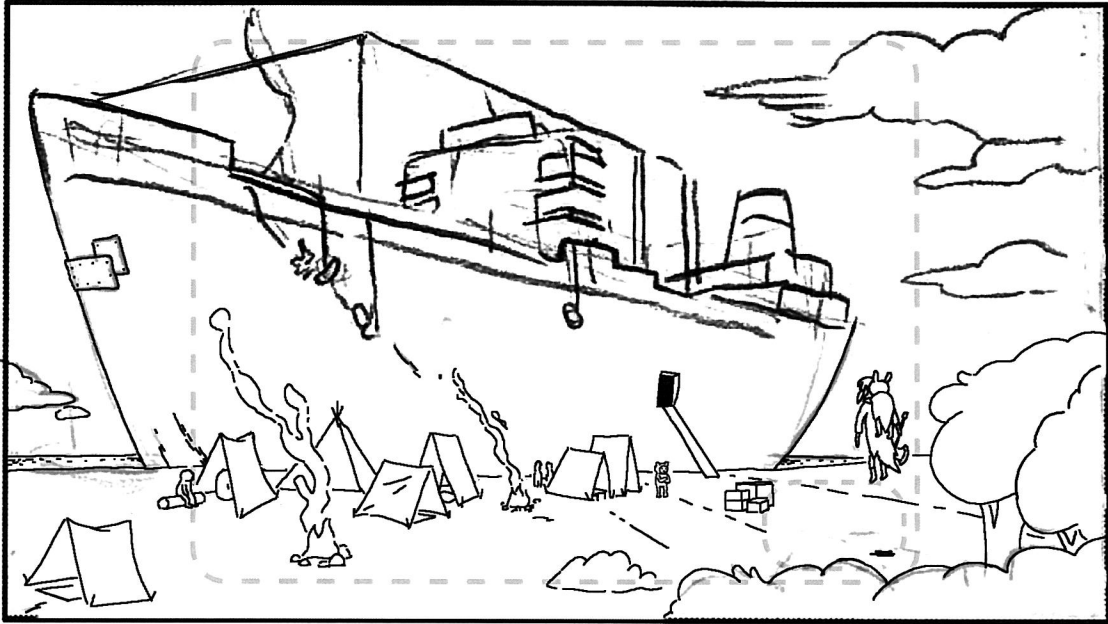


Sc. 114

Pnl. A

Bg.

day night

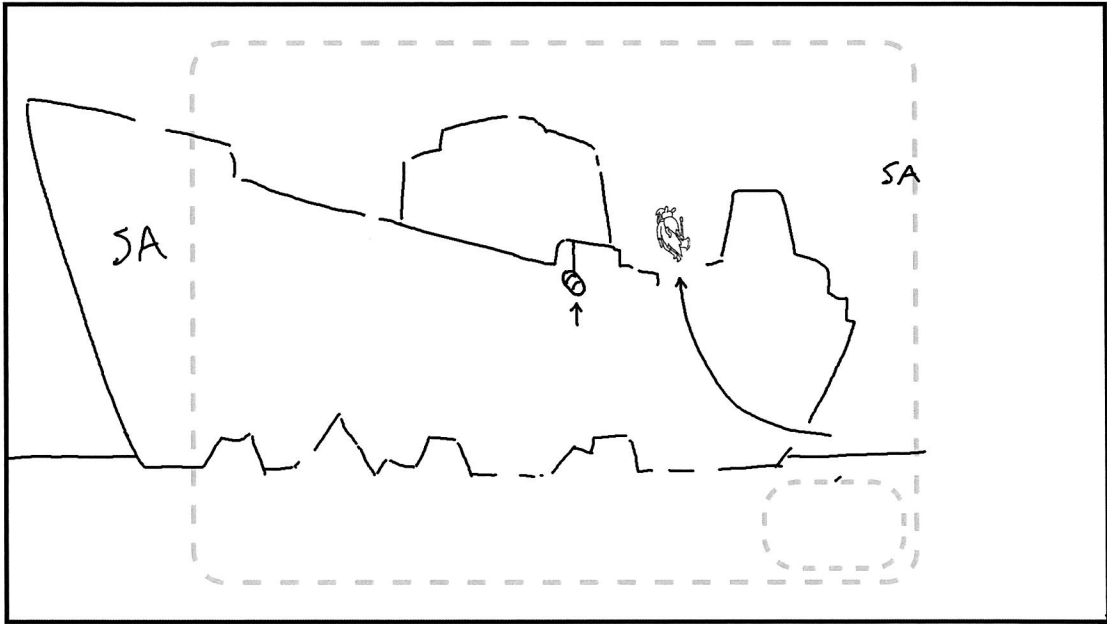


Sc. 114

Pnl. B

Bg.

day night



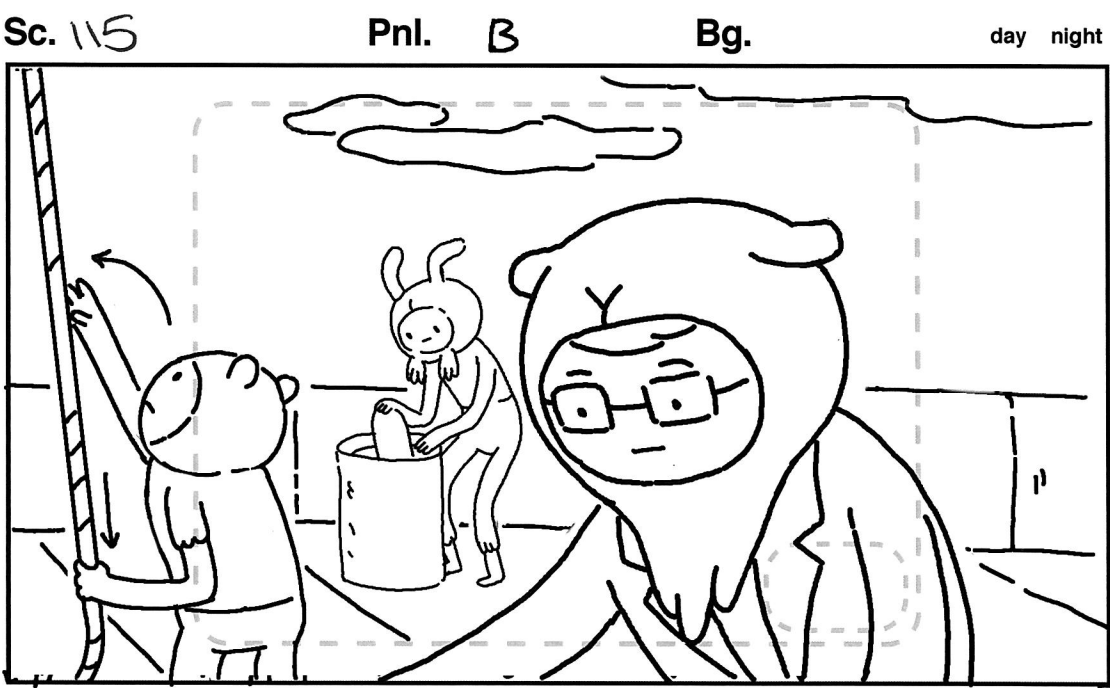
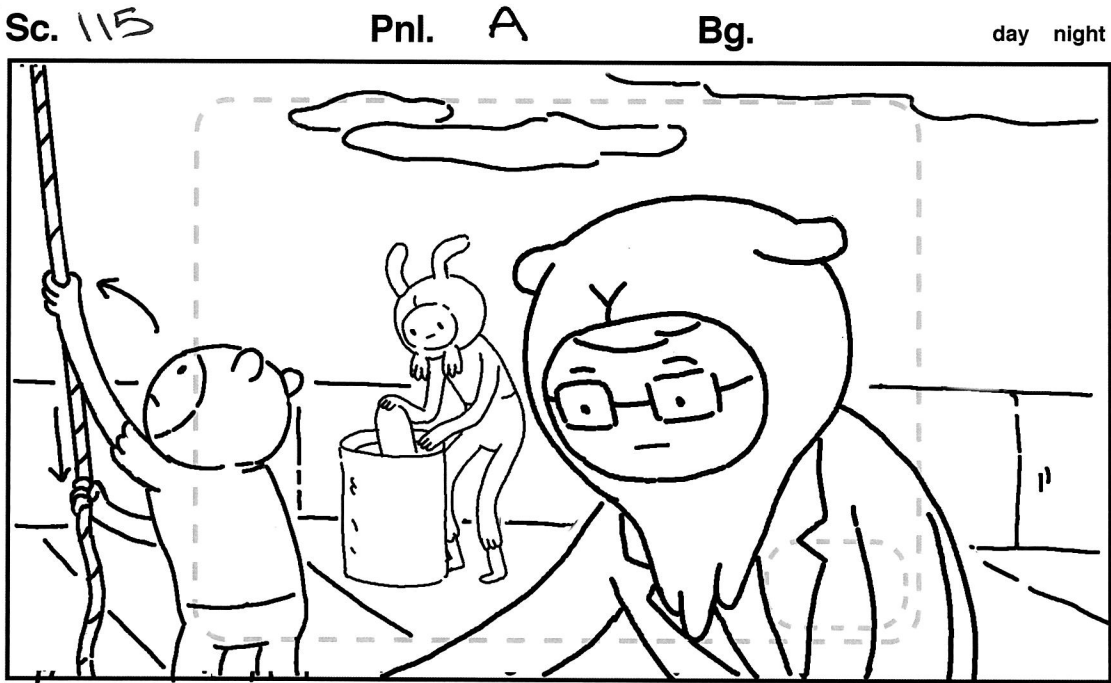
Dialog:	
Action:	<div>- EXTERIOR FREIGHTER</div> <div>- HUMAN ENCAMPMENT AROUND BASE.</div> <div>- M. FLIES UP TOWARDS DECK.</div>
Timing:	

EPISODE # 1034-213

Production:

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ADVENTURE TIME



Dialog:
↖ CYCLE ↗
Action: - TWO-BREAD TOM AND HUMANS PREPARING.
Timing:

EPISODE # 1034-213
Production:

ADVENTURE TIME



Sc. 115

Pnl. C

Bg.

day night



Sc. 115

Pnl. D

Bg.

day night



Dialog:	M: (o/s) [WHISTLE]	TT + HUMANS : MARCELINE!
Action:	-HUMANS LOOK UP. IN UNISON.	
Timing:		

ADVENTURE TIME

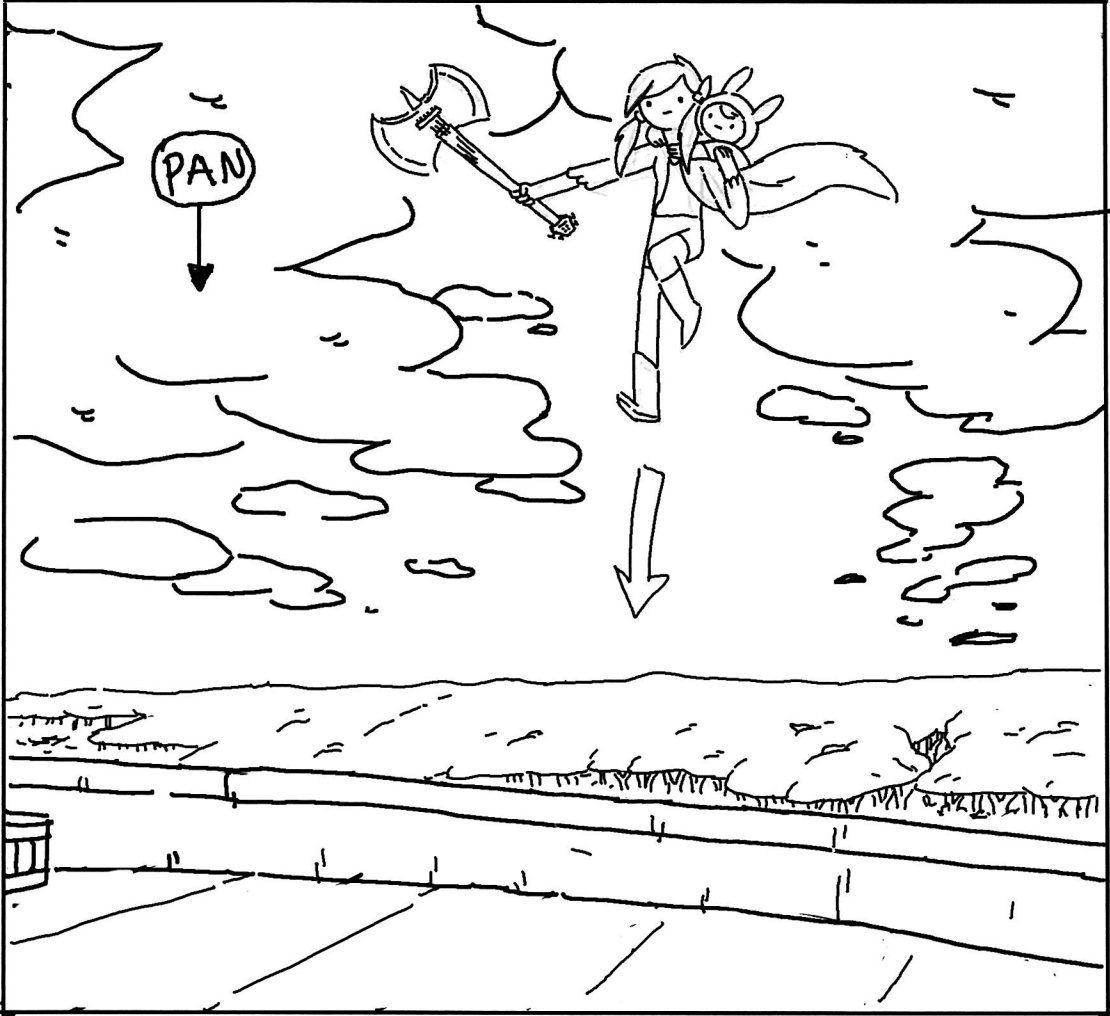


Sc. 116

Pnl. A

Bg.

day night



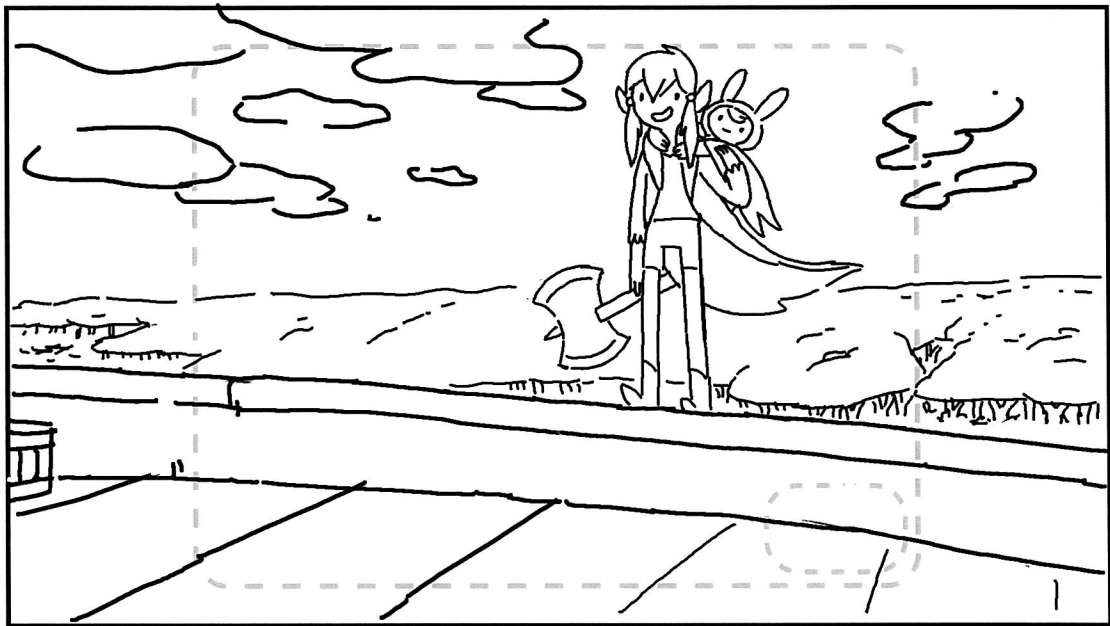
Timing:

Sc. 116

Pnl. B

Bg.

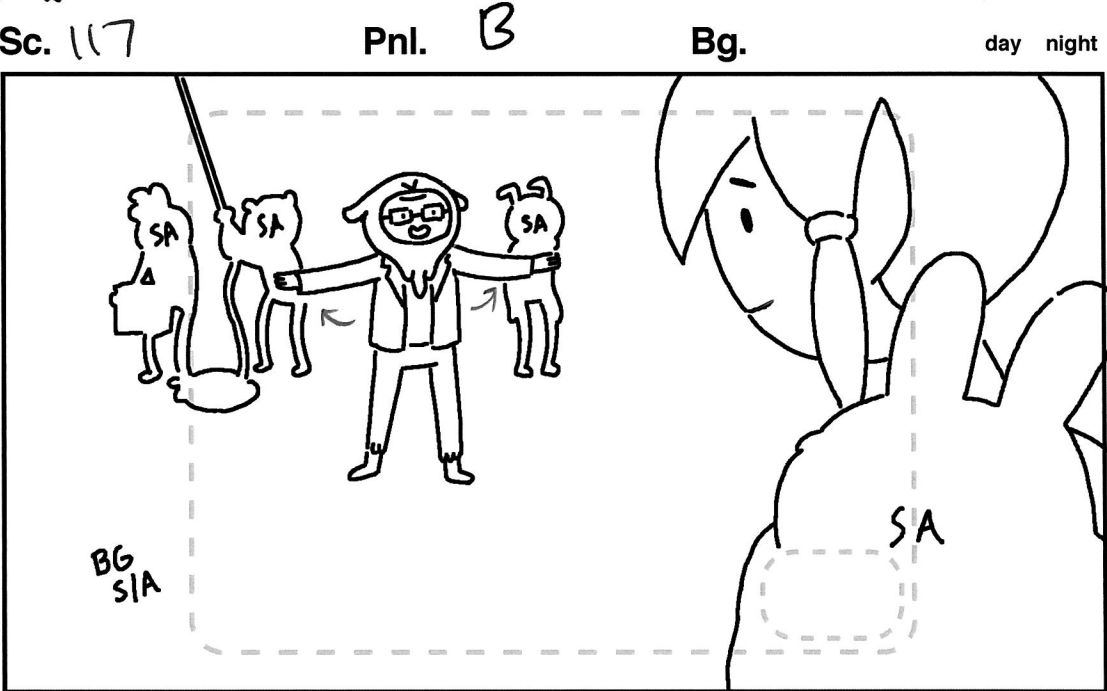
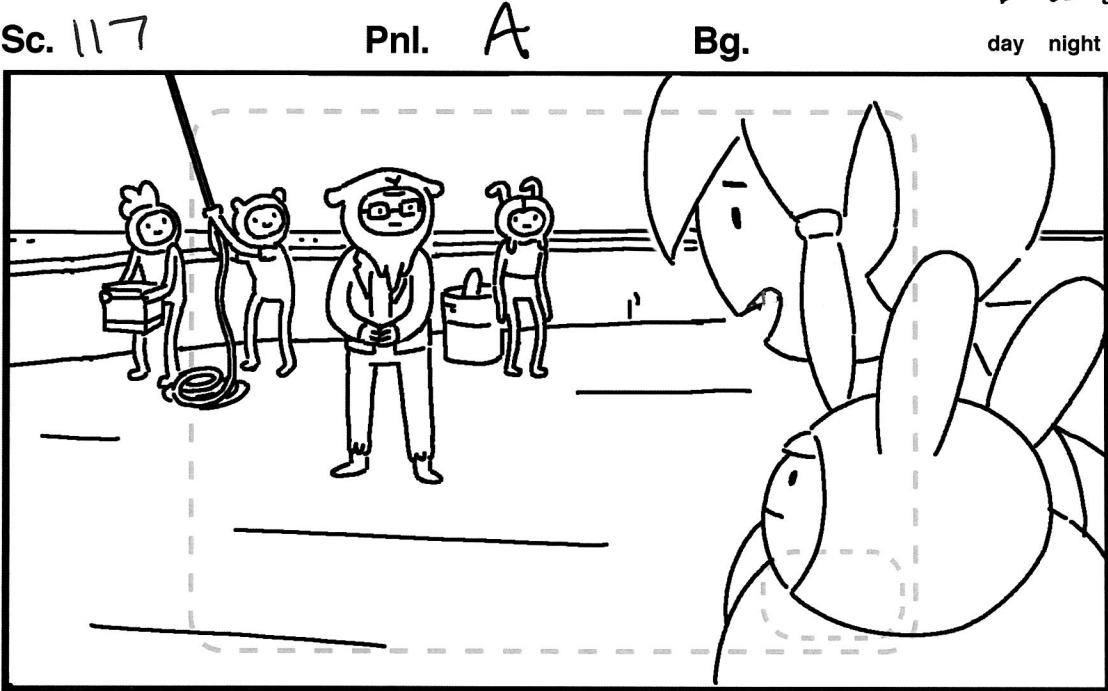
day night



H: TWO BREAD TOM--

- M. FLIES DOWN. ADJ. W/ ACTION
- M. LANDS ON RAIL, BALANCING.

ADVENTURE TIME



Dialog:	<u>M</u> : HOW'S IT GOIN', MAN.	<u>II</u> : SO GOOD! I HAD A HOAGIE FOR LUNCH.
Action:		
Timing:		

ADVENTURE TIME

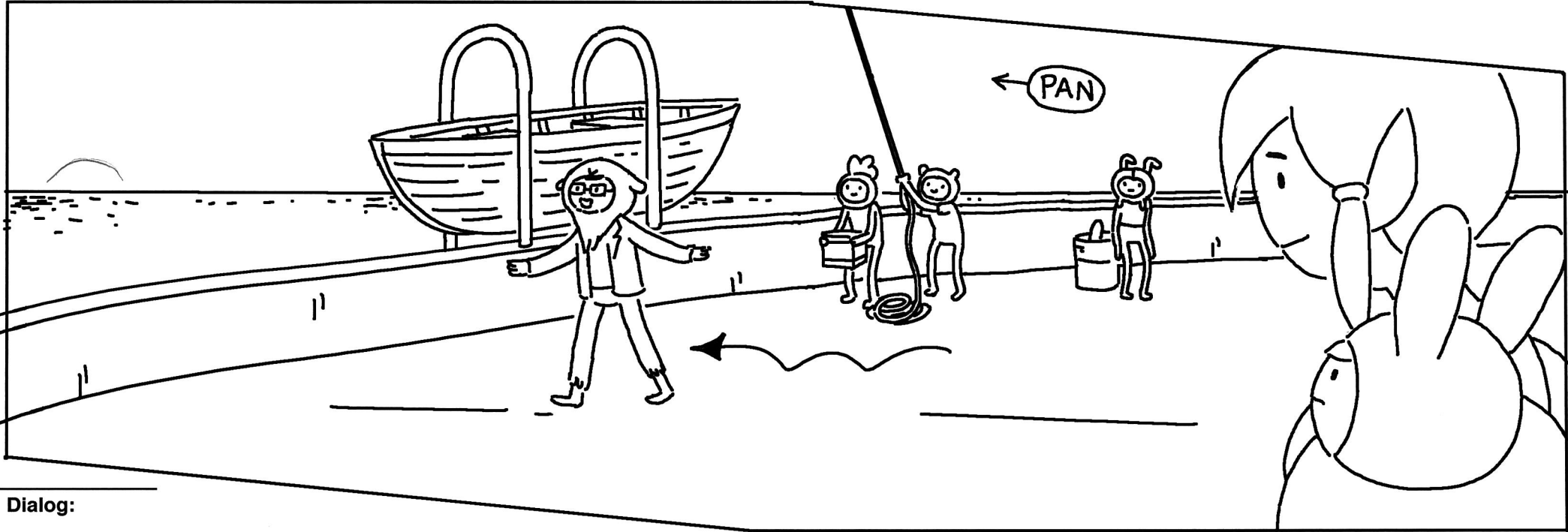


Sc. 117

Pnl. C

Bg.

day night



Dialog:	II: AND EVEN BETTER, THE SHIP'S REPAIRS ARE ALMOST DONE
Action:	- S. WALKS LEFT - PAN W/ ACTION
Timing:	

EPISODE # 1034-213

Production:

ADVENTURE TIME

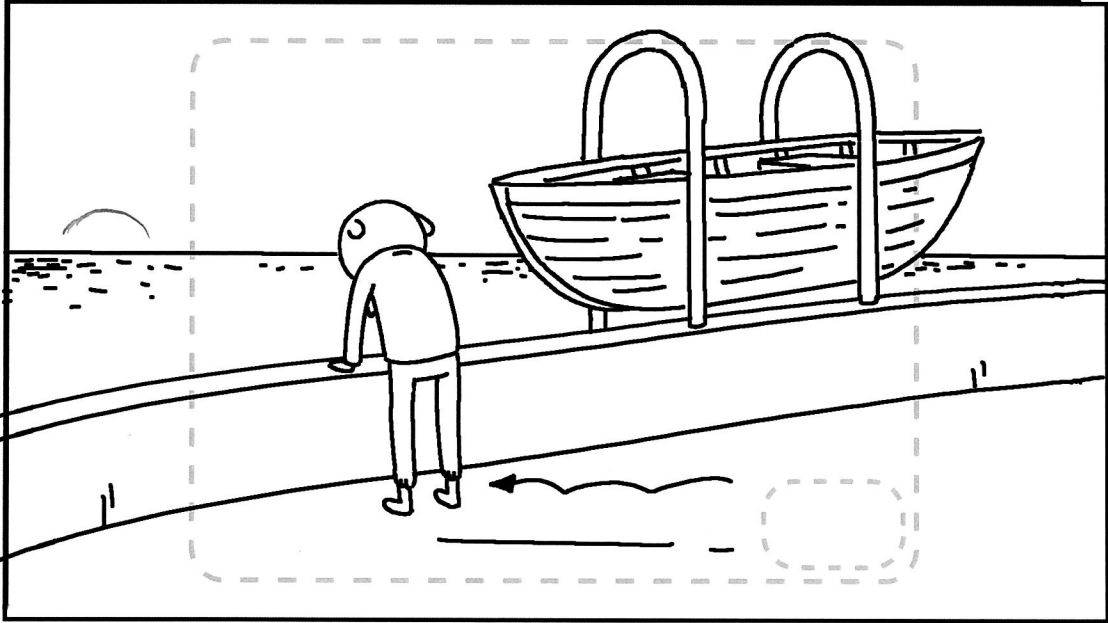


Sc. 117

Pnl. D

Bg.

day night

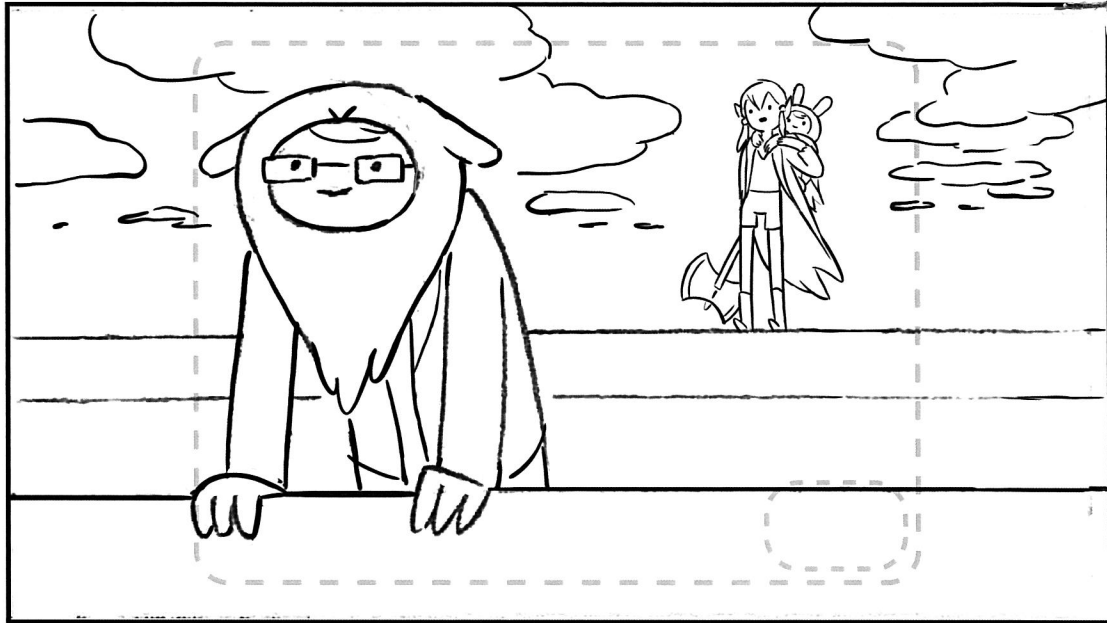


Sc. 118

Pnl. A

Bg.

day night



Dialog: TT: WE SHOULD BE READY TO
SAIL IN ANOTHER DAY OR TWO.

M: OH ...

Action: -TT. WALKS OVER TO RAIL
- TT. WATCHES SUNSET,

Timing:

1034-213
EPISODE #

Production:

ADVENTURE TIME



Sc. 118

Pnl. B

Bg.

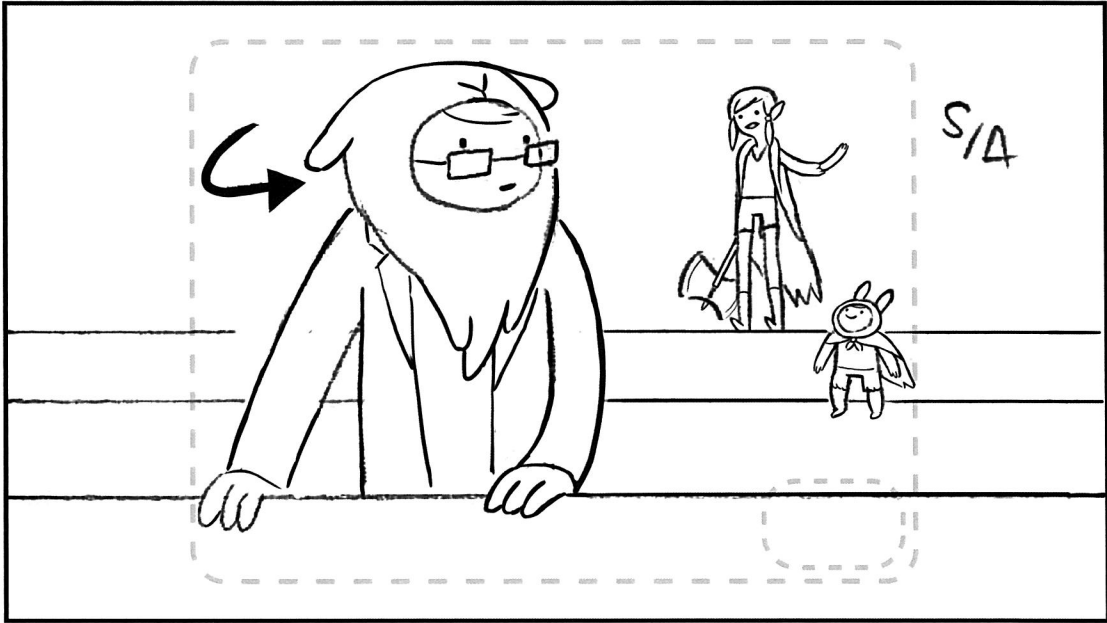
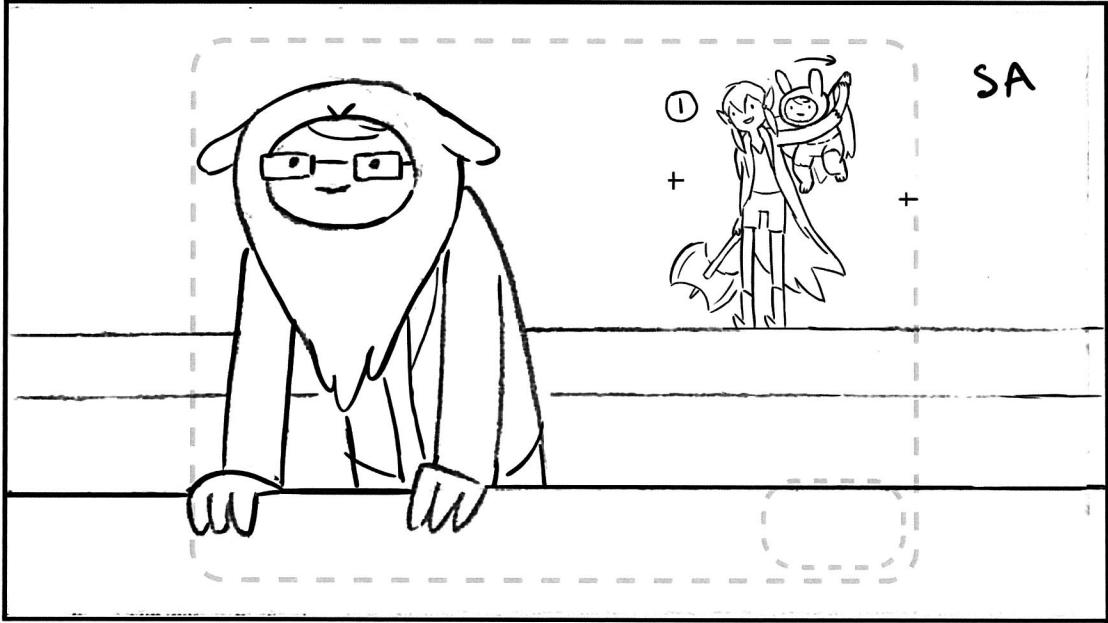
day night

Sc. 118

Pnl. C

Bg.

day night



<p>Dialog:</p> <p><u>M</u>: THAT'S REALLY GREAT.</p>	<p>②</p>	<p><u>M</u>: BUT LISTEN - I'VE CLEARED OUT ALMOST ALL THE VAMPIRES THAT ARE LEFT...</p>
<p>Action:</p> <p>- M. LIFTS BOY OFF OF BACK AND ONTO DECK.</p>		
<p>Timing:</p>		

1034-213

EPISODE #

Production:

ADVENTURE TIME




Sc. 119 Pnl. A Bg. day night



Sc. 119 Pnl. B Bg. day night



Dialog:	<u>M</u> : IN ANOTHER WEEK OR TWO...	<u>M</u> : YOU WON'T EVEN <u>HAVE</u> TO LEAVE ...
Action:		
Timing:		

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Production:

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ADVENTURE TIME



Sc. 119

Pnl. C

Bg.

day night



Sc. 119

Pnl. D

Bg.

day night



Dialog:	(QUIET CHEER) <u>M</u> : YE-AH,	<u>M</u> : MARCELINE!
Action:		
Timing:		

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 120

Pnl. A

Bg.

day night

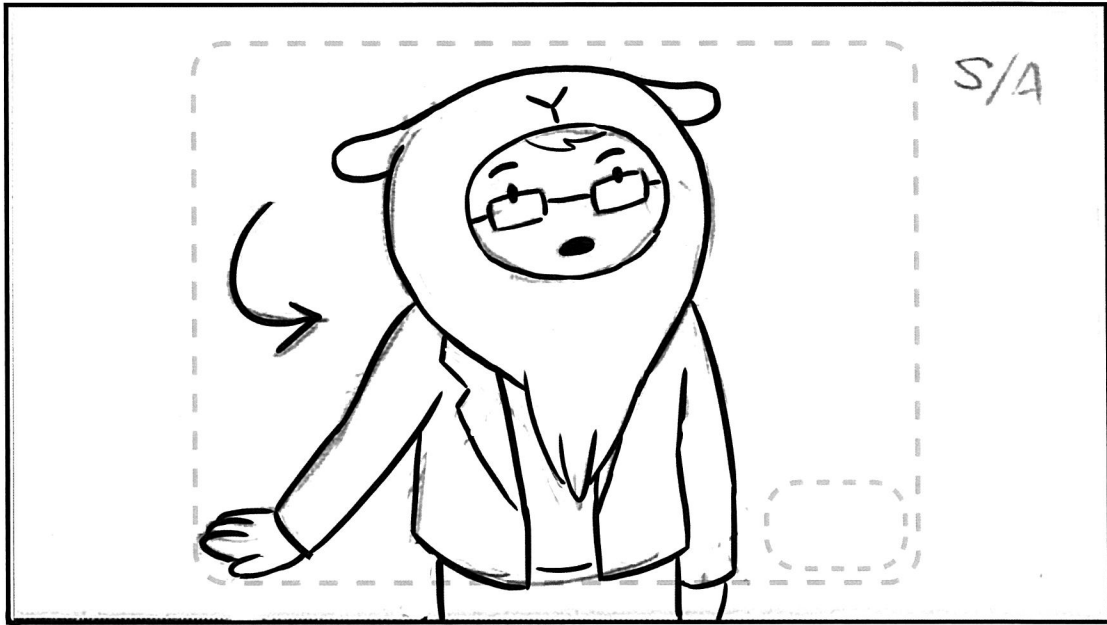


Sc. 120

Pnl. B

Bg.

day night



Dialog:

II: OH MARCY

II: YOU'RE A SWEET WEIRD KID...

Action:

Timing:

EPISODE # 1034-213

Production:

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ADVENTURE TIME



Sc. 120

Pnl. C

Bg.

day night



Sc. 120

Pnl. D

Bg.

day night



Dialog:

TT: BUT IT'S NOT
JUST THE VAMPIRES.
OR THE OOZERS

TT: OR THOSE HUNGRY
LOOKIN' RAINBOWS...

Action:

- TT LOOKS UP AT SKY.

Timing:

EPISODE # 1034-213

Production:

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ADVENTURE TIME

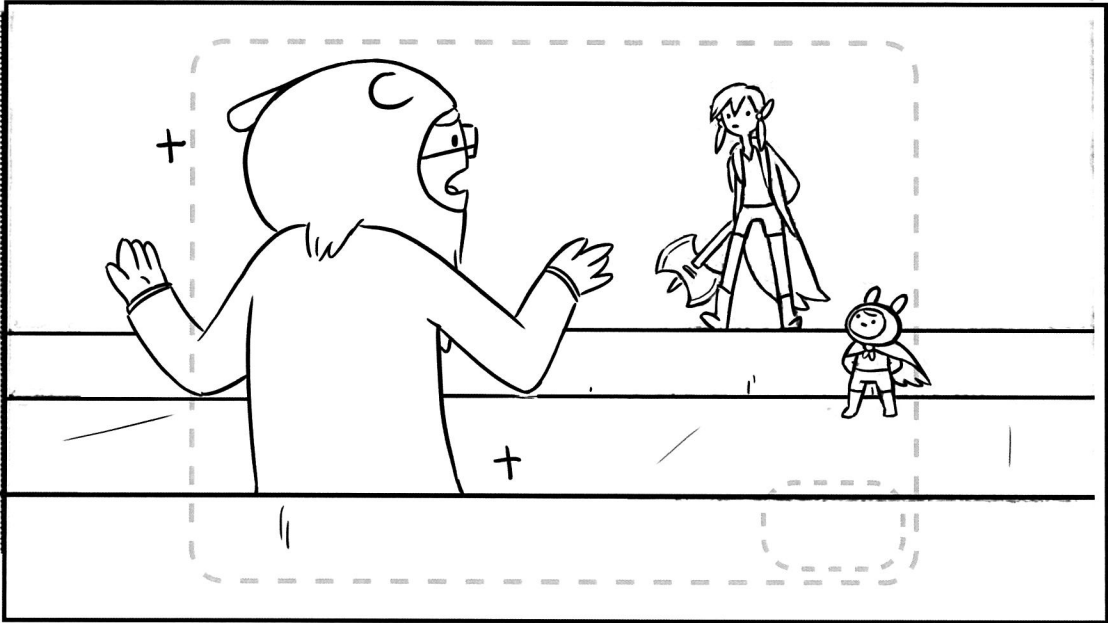


Sc. 121

Pnl. A

Bg.

day night

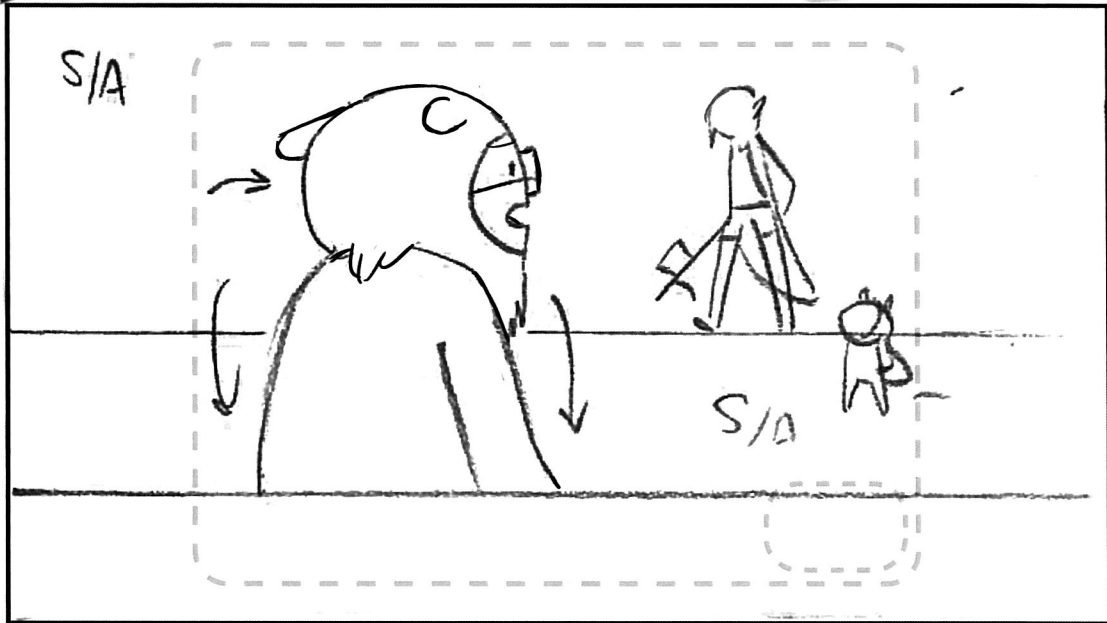


Sc. 121

Pnl. B

Bg.

day night



Dialog:

TT: THE LATEST ATMOSPHERIC
READINGS ARE
GOING BANANAS ...

Action:

- BOY MIMICS MARCY'S
BODY POSITION,

Timing:



TT: SOMETHING BIG
IS COMING.

- TT'S ARMS DROP TO HIS SIDES

EPISODE # 1034-213

Production:

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ADVENTURE TIME

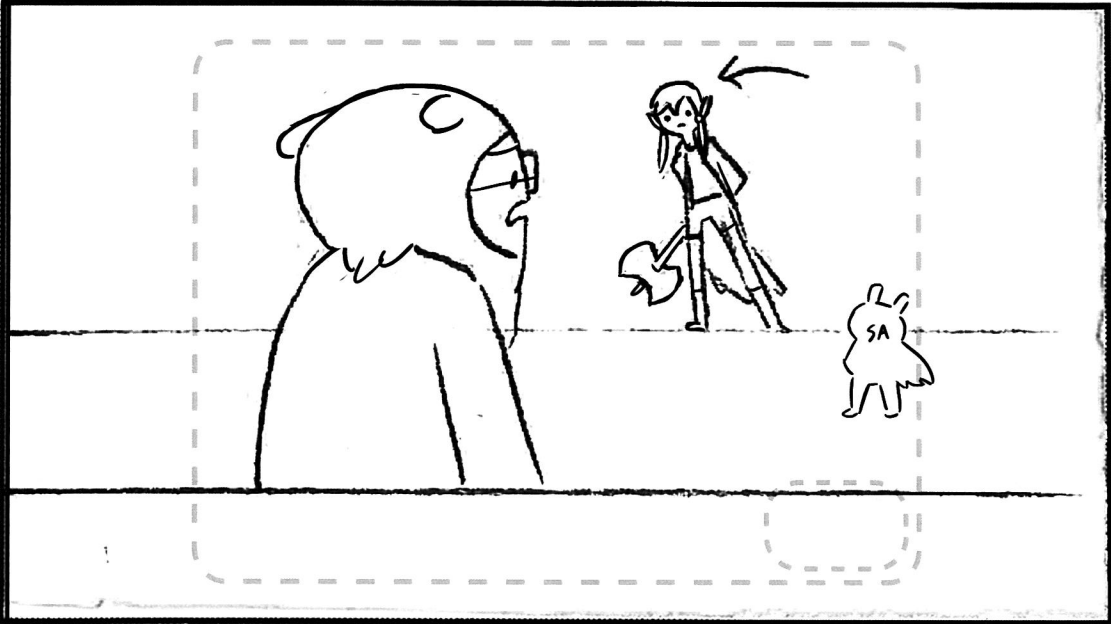


Sc. 121

Pnl. C

Bg.

day night

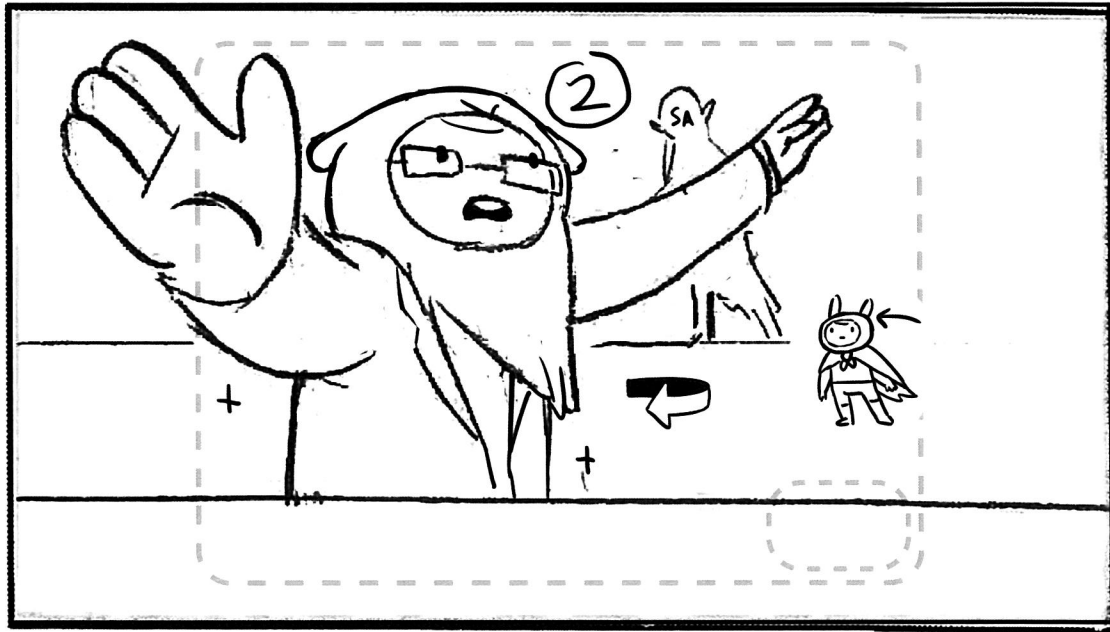


Sc. 121

Pnl. D

Bg.

day night



Dialog:	TT: ^(QUIET) LIKE BIGGER THAN THE WORLD ENDING.
Action:	TT: AND IT'S GONNA CHANGE <u>ALL</u> THIS.
Timing:	- TT TURNS AND SWEEPS ARMS IN WIDE MOTION.

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 122

Pnl. A

Bg.

day night



Sc. 122

Pnl. B

Bg.

day night



Dialog:	<u>II</u> : ^(0/5) NAH, WE'D DO BEST TO CLEAR OUTTA THE CONTINENT.	<u>M</u> : RIGHT...
Action:	[SHOULD BE NIGHT BY THIS SCENE]	
Timing:		

ADVENTURE TIME



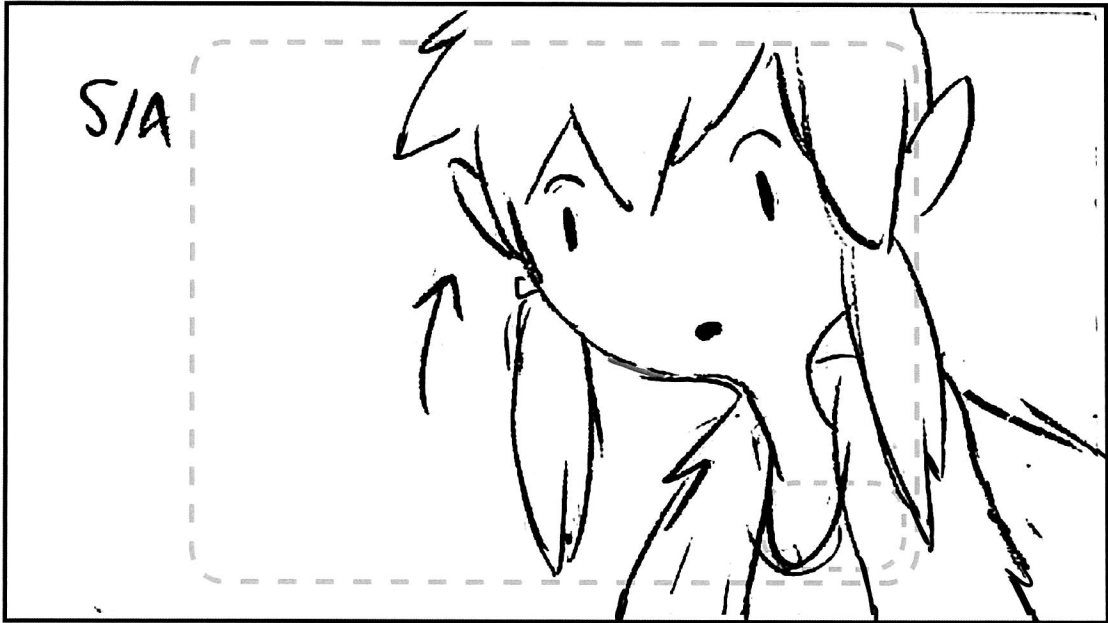
Sc. 122

Pnl.

C

Bg.

day night



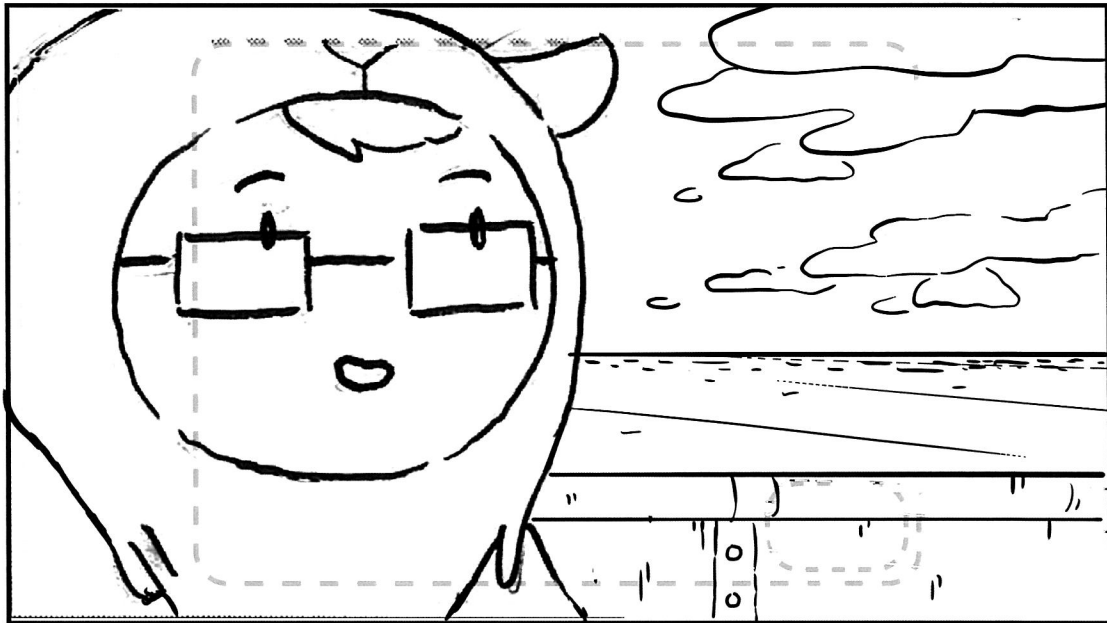
Sc. 123

Pnl.

A

Bg.

day night



Dialog:

II: (o/s) HEY, YOU SHOULD
COME TOO.

II: AFTER ALL, YOU'RE
ONE OF US.

Action:

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME

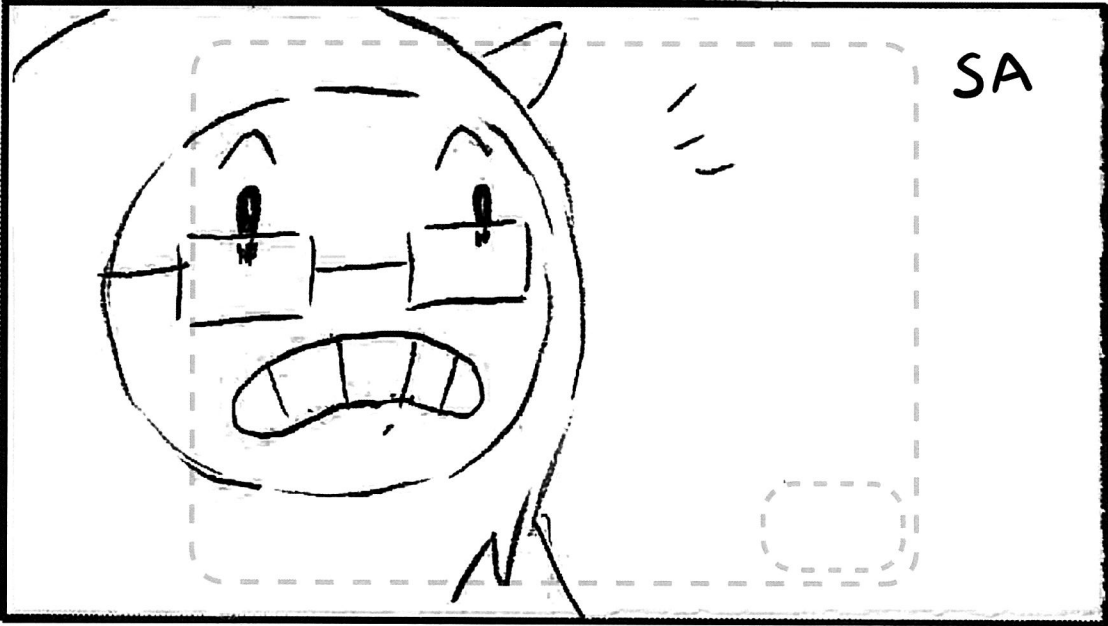


Sc. 123

Pnl. B

Bg.

day night

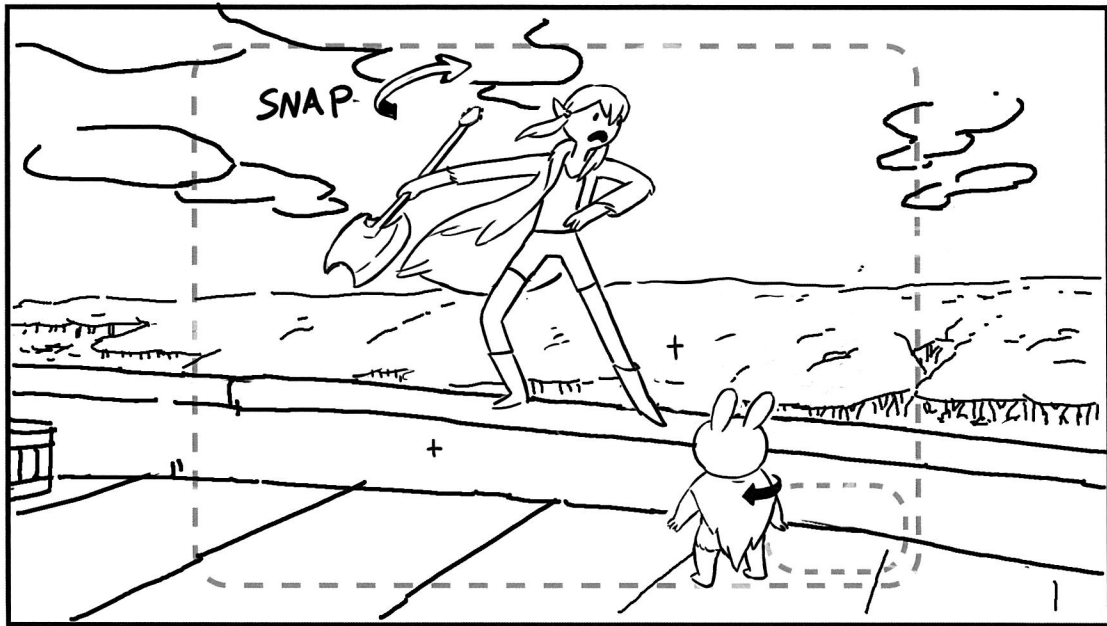


Sc. 124

Pnl. A

Bg.

day night



Dialog:

(0/5)
SFX: * RING RING RING

Action:

Timing:

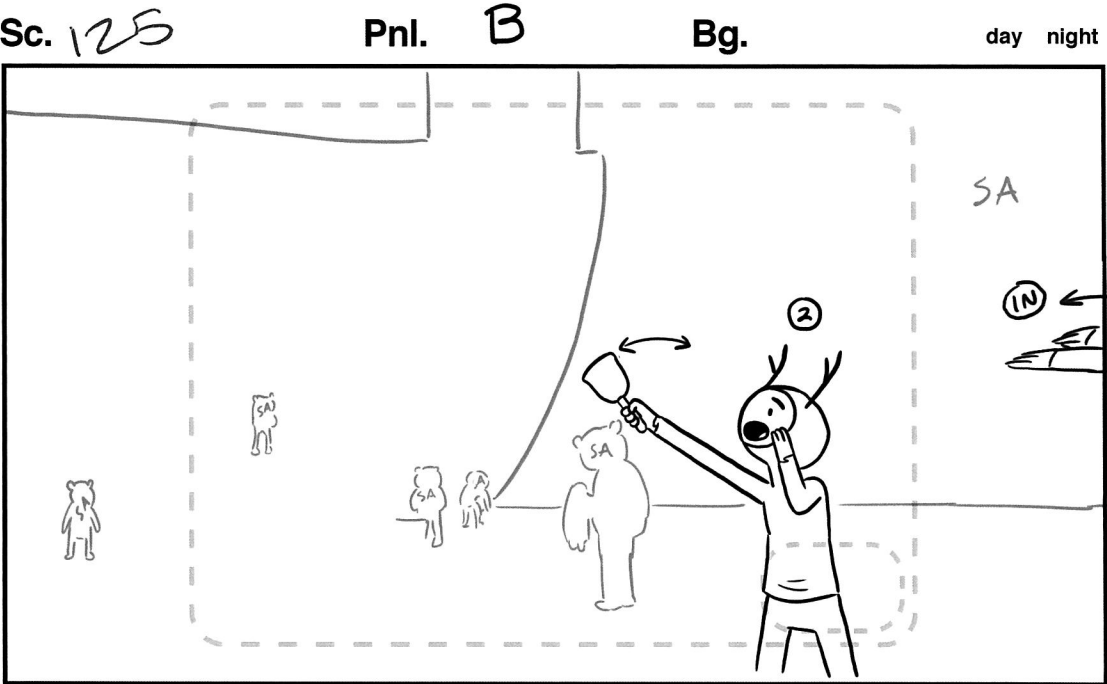
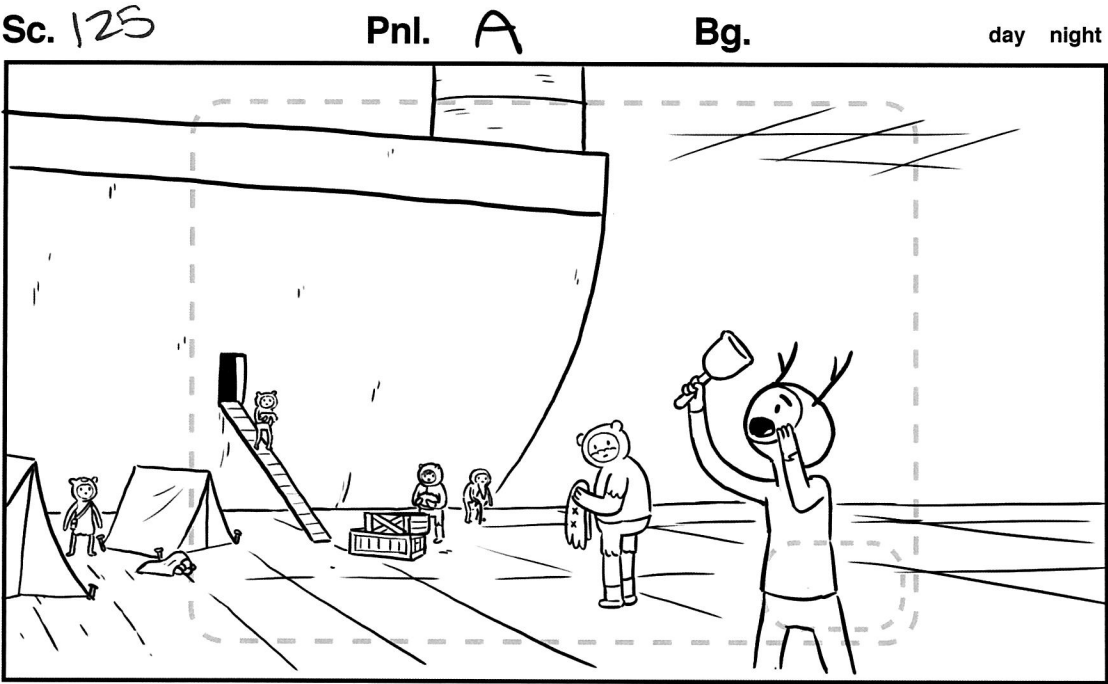


(SP)

H: THEY'RE HERE!



ADVENTURE TIME



Dialog:

H#1 THEY'RE HERE!
SFX: * RINGING

Action:

-HUMAN#1 RINGS BELL.

Timing:

CYCLE: ①.②.①.②



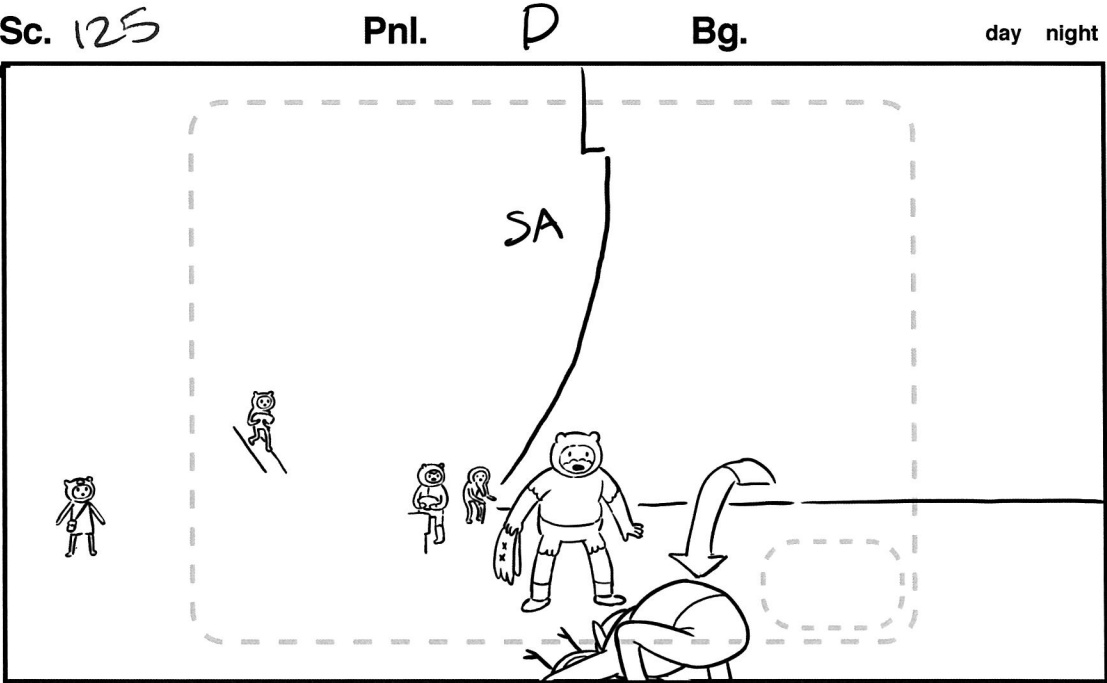
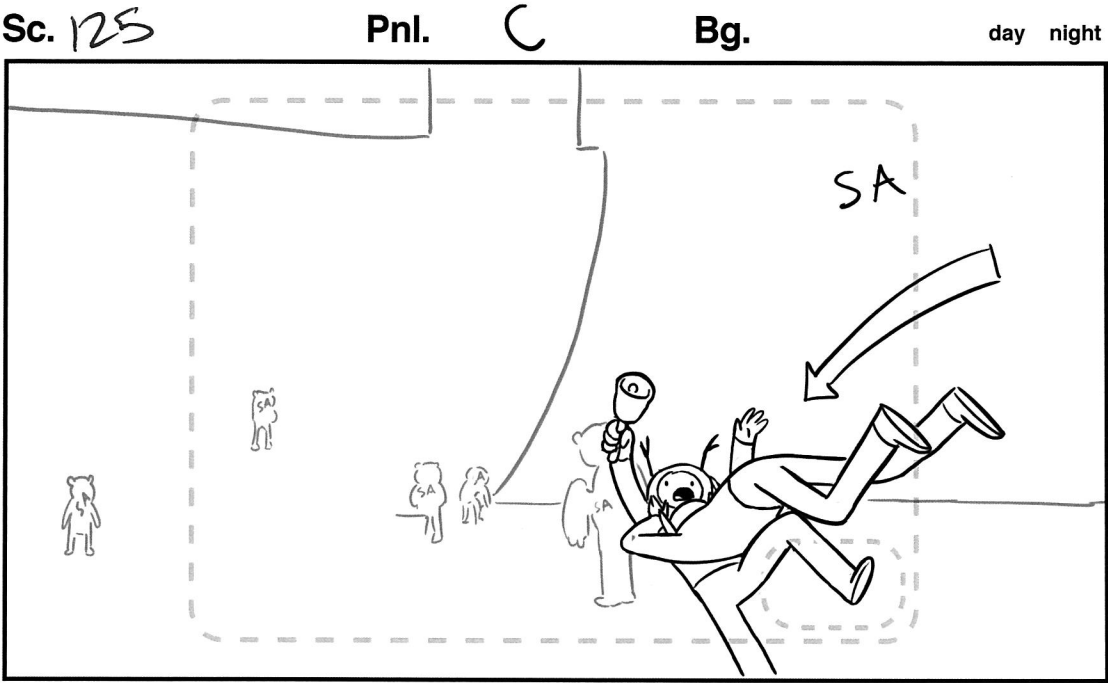
H#1 THEY'RE H-

- VAMPIRE FLITS ON/S.

EPISODE # 1034-213

Production:

ADVENTURE TIME



Dialog:	-H: 00FF
Action:	-VAMPIRE TACKLES H#1 OFF/S.
Timing:	

ADVENTURE TIME

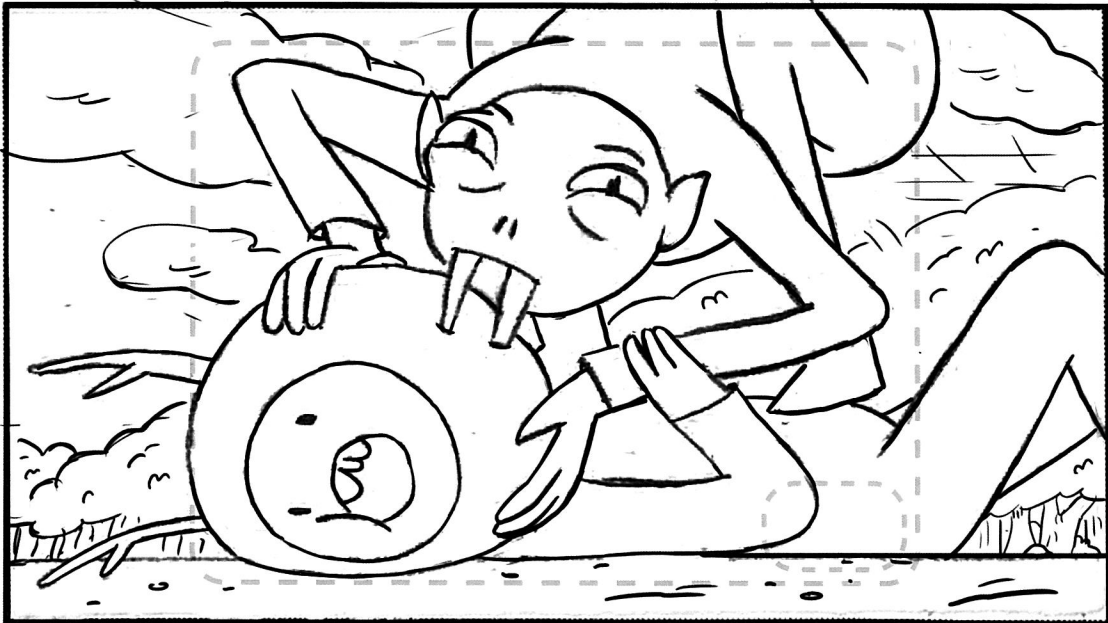


Sc. 126

Pnl. A

Bg.

day night

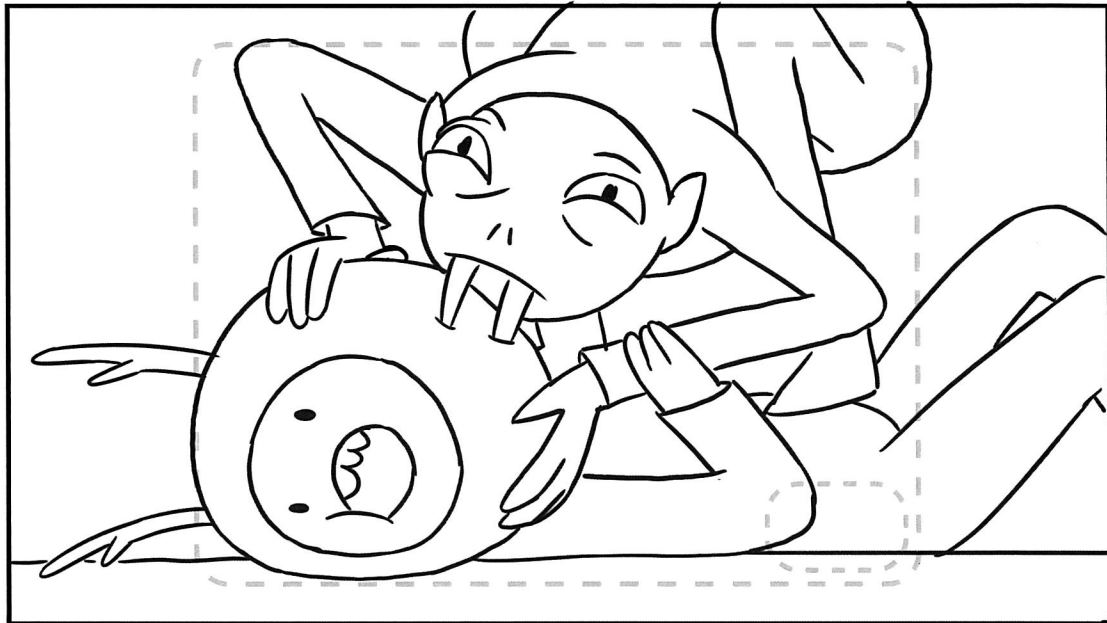


Sc. 126

Pnl. B

Bg.

day night



Dialog:	<div>H#1 AAAH! HE'S BITING MY HAT! HE'S BITING MY HAT!</div> <div>← CYCLE →</div>
Action:	<div>- VAMPIRE TRIES TO BITE THROUGH ANIMAL HAT</div>
Timing:	

ADVENTURE TIME



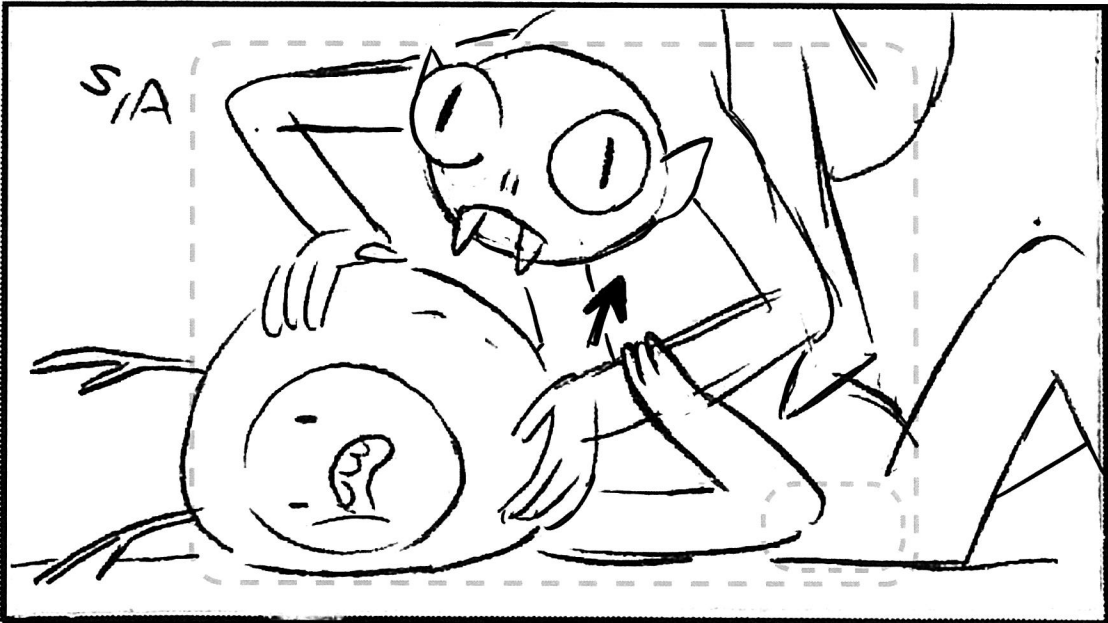
Sc. 126

Pnl.

C

Bg.

day night



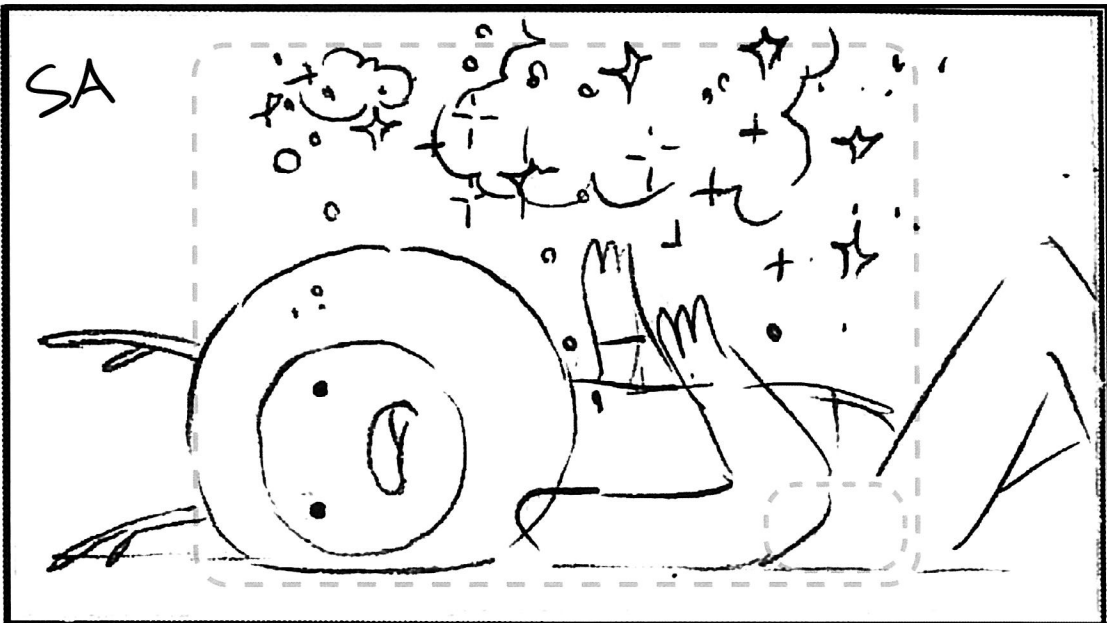
Sc. 126

Pnl.

D

Bg.

day night



Dialog:

SFX: * SHKK -

SFX: * PFFT *

Action:

- VAMPIRE BURSTS
INTO GLITTER (NON GLOWING)

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME

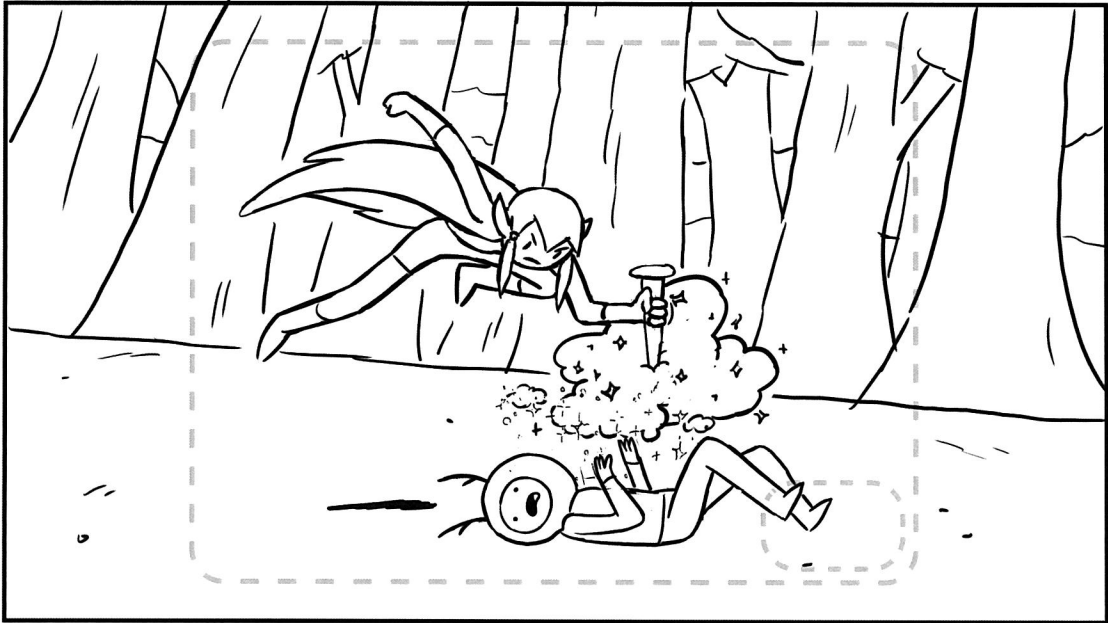


Sc. 127

Pnl. A

Bg.

day night

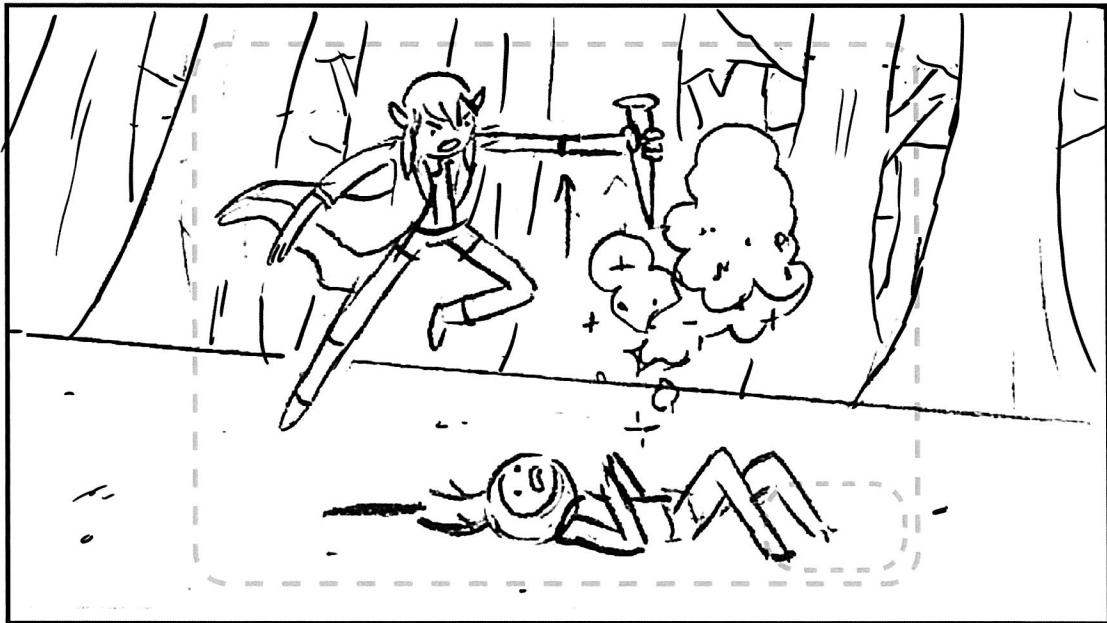


Sc. 127

Pnl. B

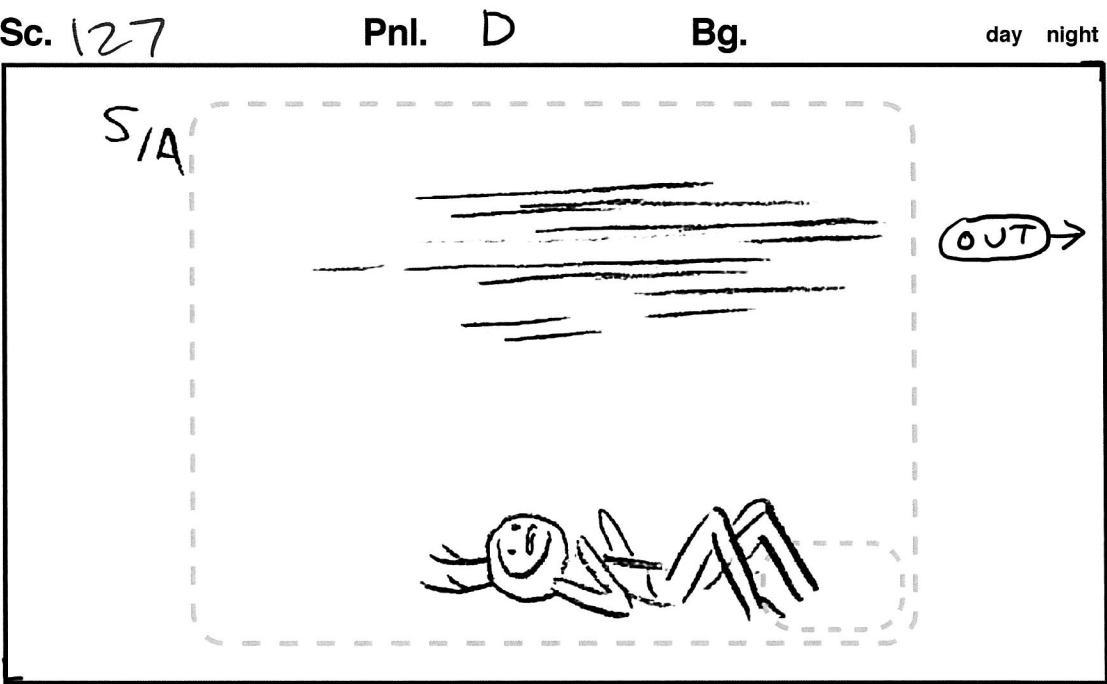
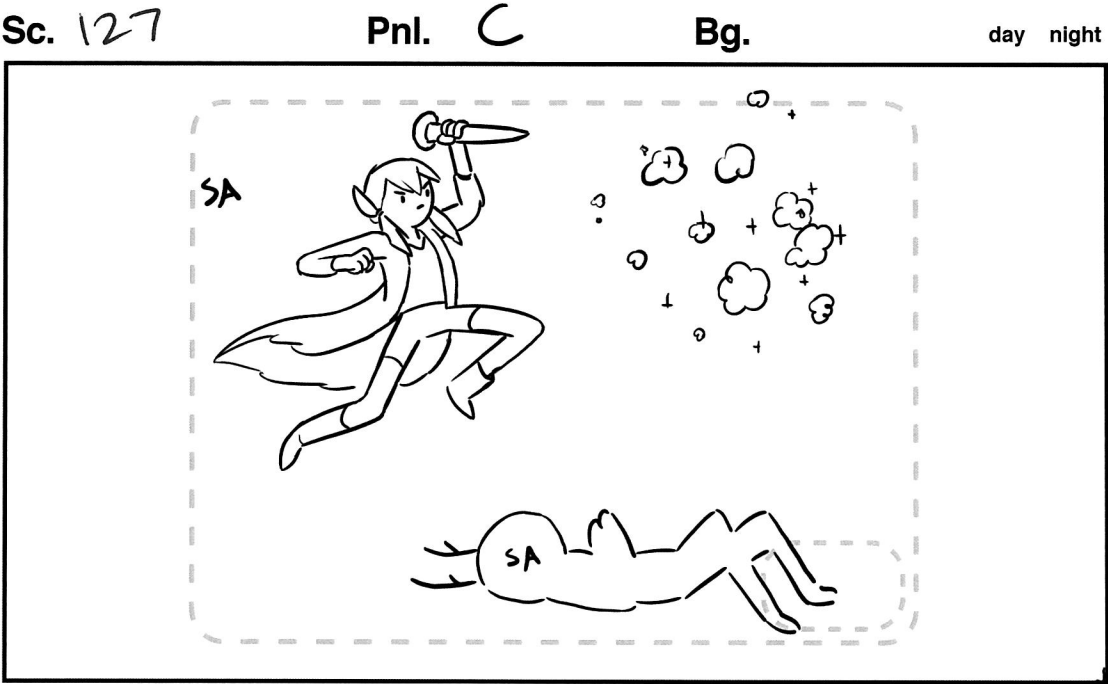
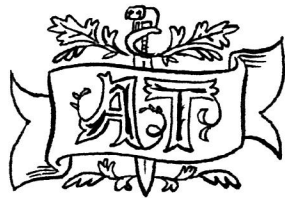
Bg.

day night



Dialog:	M: GET TO THE BOAT!!
Action:	-M. FLOATS ABOVE H #1.
Timing:	

ADVENTURE TIME



Dialog:	SPX: WSHH!*
Action:	-M. ANTICS BACK -GLITTER CLOUD DISSIPATES. -M. BLURS OFF/S. (FAST)
Timing:	

ADVENTURE TIME

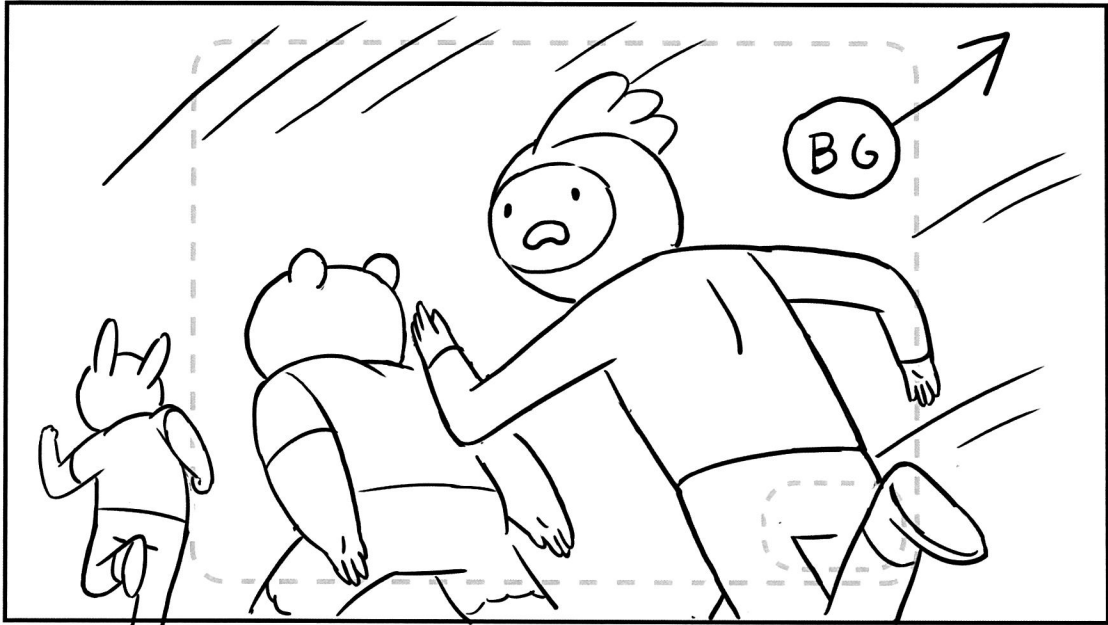


Sc. 128

Pnl. A

Bg.

day night

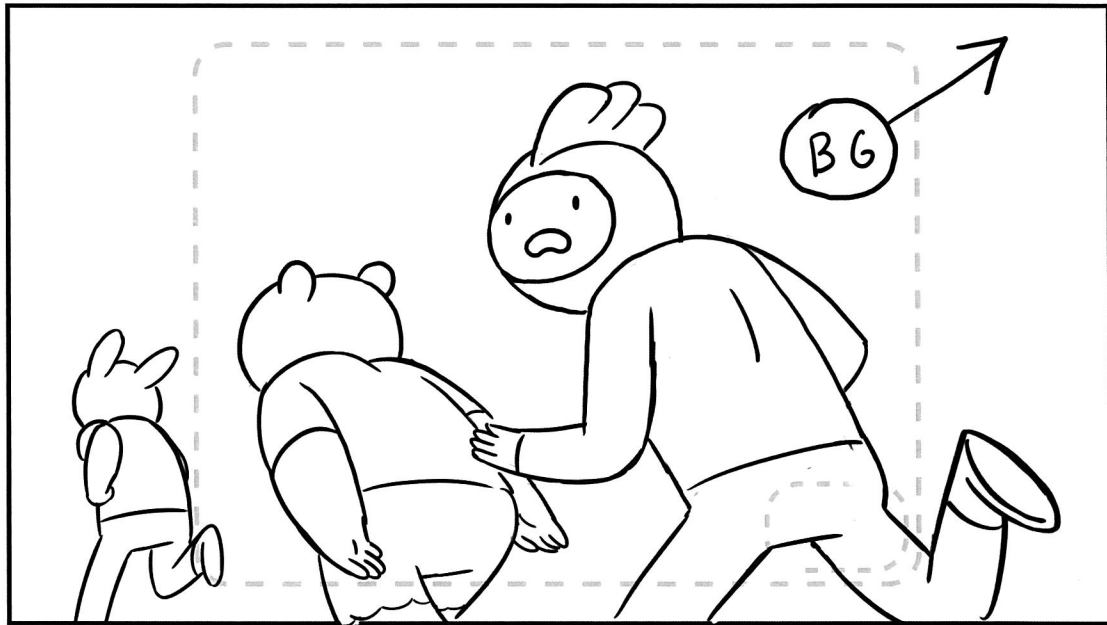


Sc. 128

Pnl. B

Bg.

day night



Dialog:
← CYCLE →
Action: -HUMANS FLEE.
Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 129

Pnl. A

Bg.

day night

Sc. 129

Pnl. B

Bg.

day night

Dialog:

Action:

Timing:
CYCLE:
①, ② ect



- VAMPIRES ADVANCE

EPISODE # 1034-213

Production:

ADVENTURE TIME



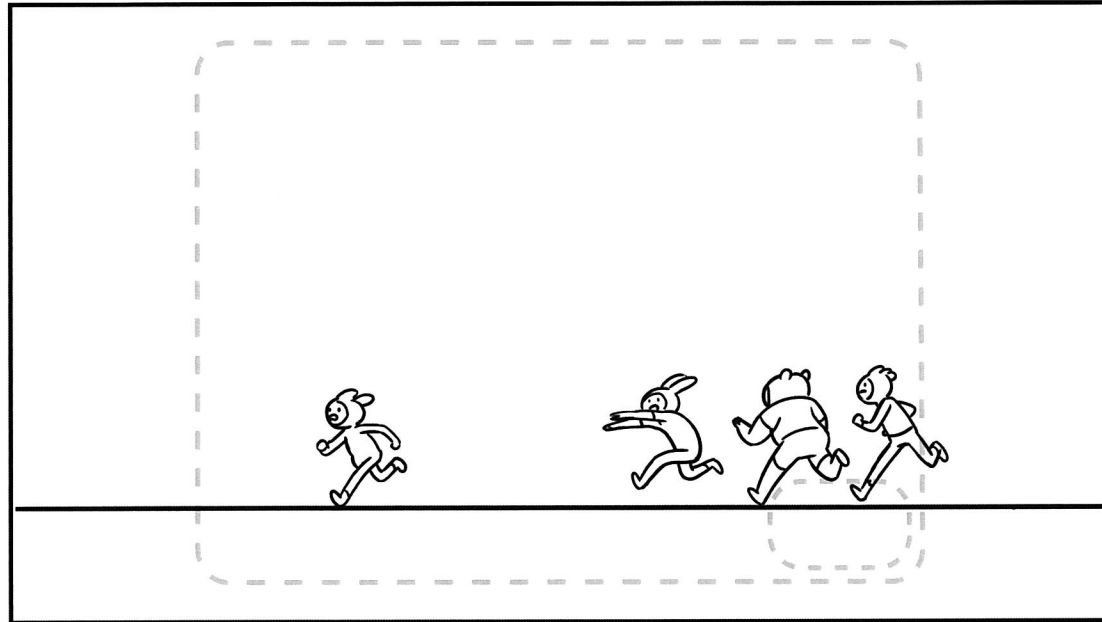
Page 183

Sc. 130

Pnl. A

Bg.

day night

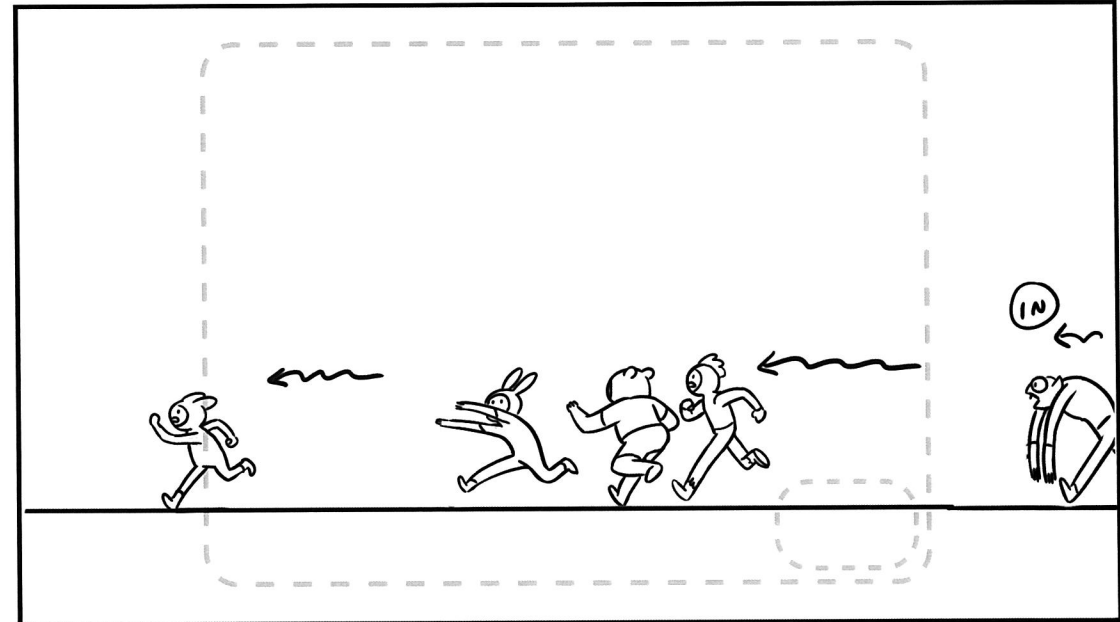


Sc. 130

Pnl. B

Bg.

day night



Dialog:

Action:

-VAMPIRES GAIN ON/S,

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



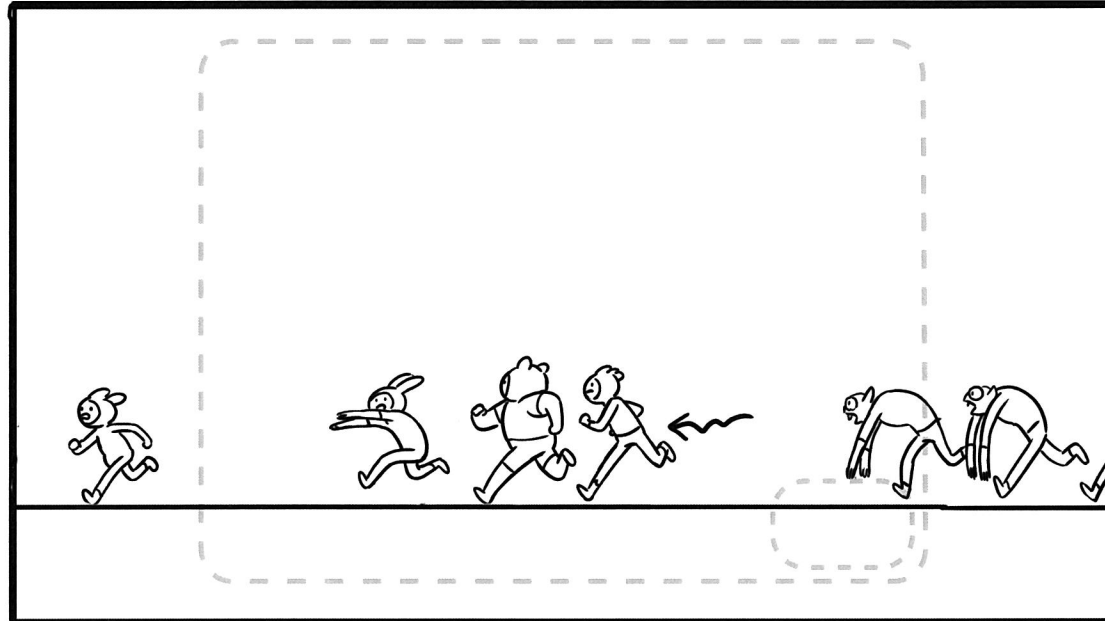
Page 184

Sc. 130

Pnl. C

Bg.

day night

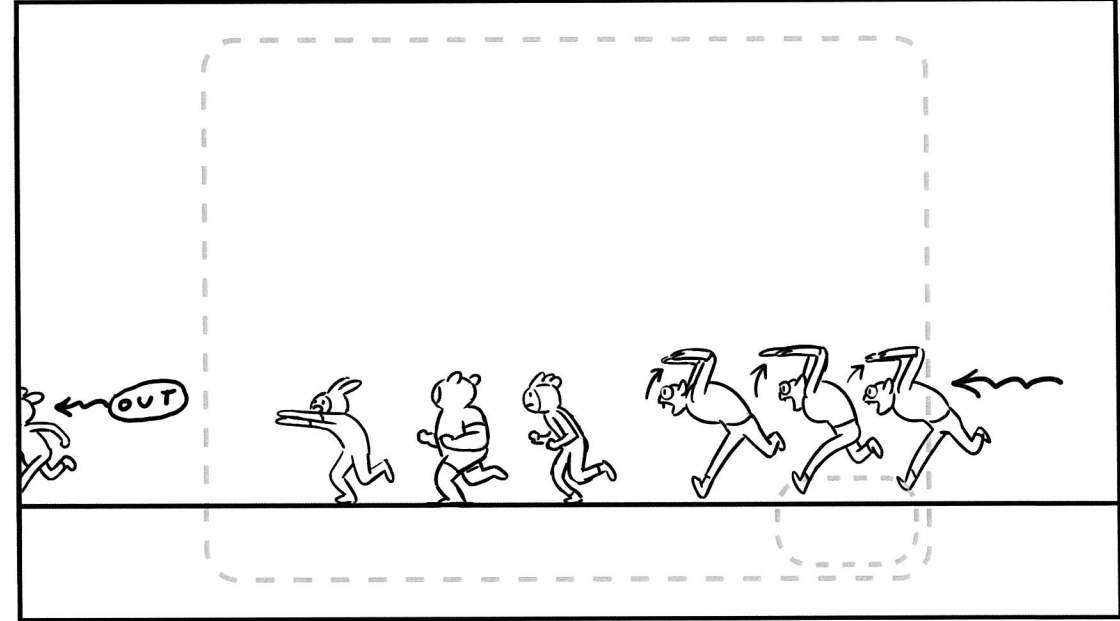


Sc. 130

Pnl. D

Bg.

day night



Dialog:

VAMPIRES : *HSSSS*

Action:

-VAMPS RAISE CLAWS.

Timing:

1034-213

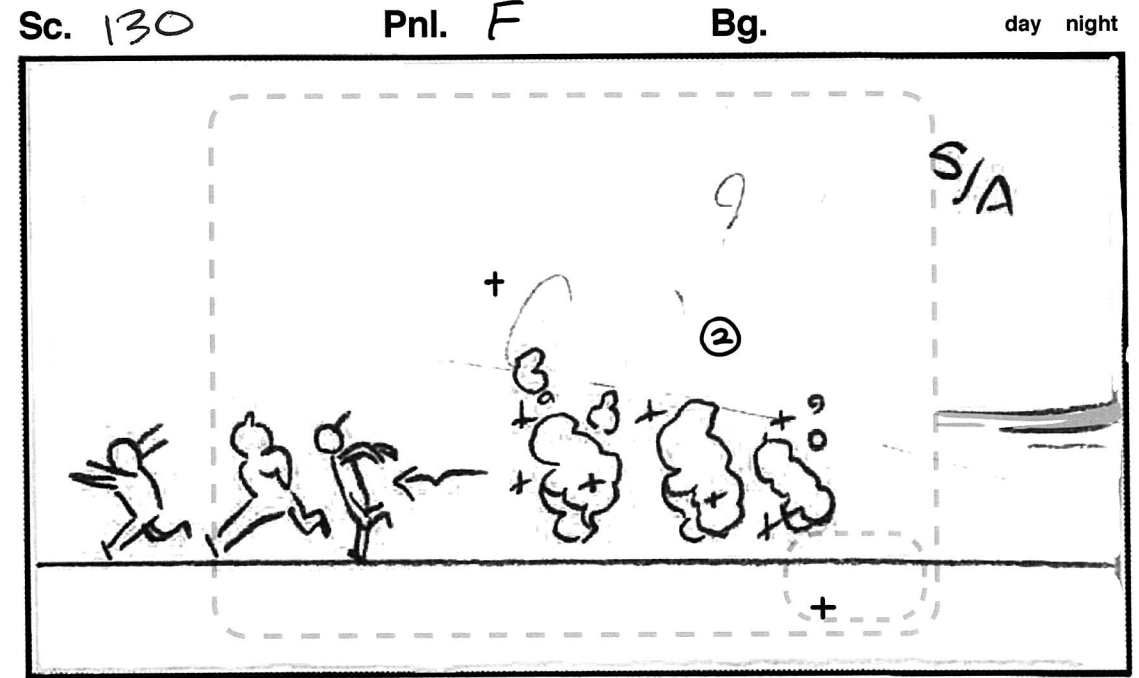
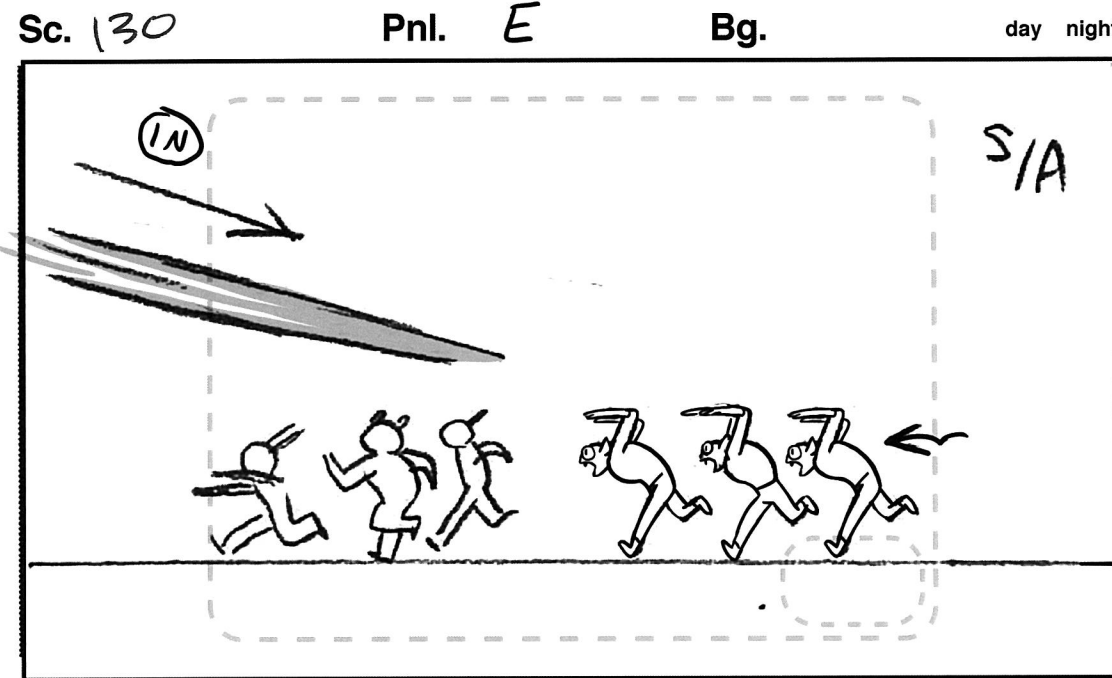
EPISODE #

Production:

ADVENTURE TIME



Page 185



Dialog:

SFX: * WSHH *

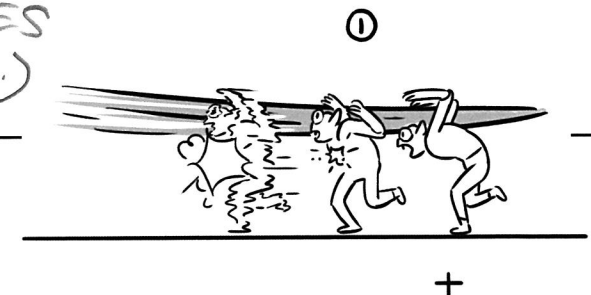
SFX: GK! PFFT-PFT-PFT

Action:

-M. SWOOPS IN AS A BLUR

-M. STAKES VAMPIRES
(TOO QUICK TO SEE.)

Timing:



EPISODE # 1034-213

Production:

ADVENTURE TIME



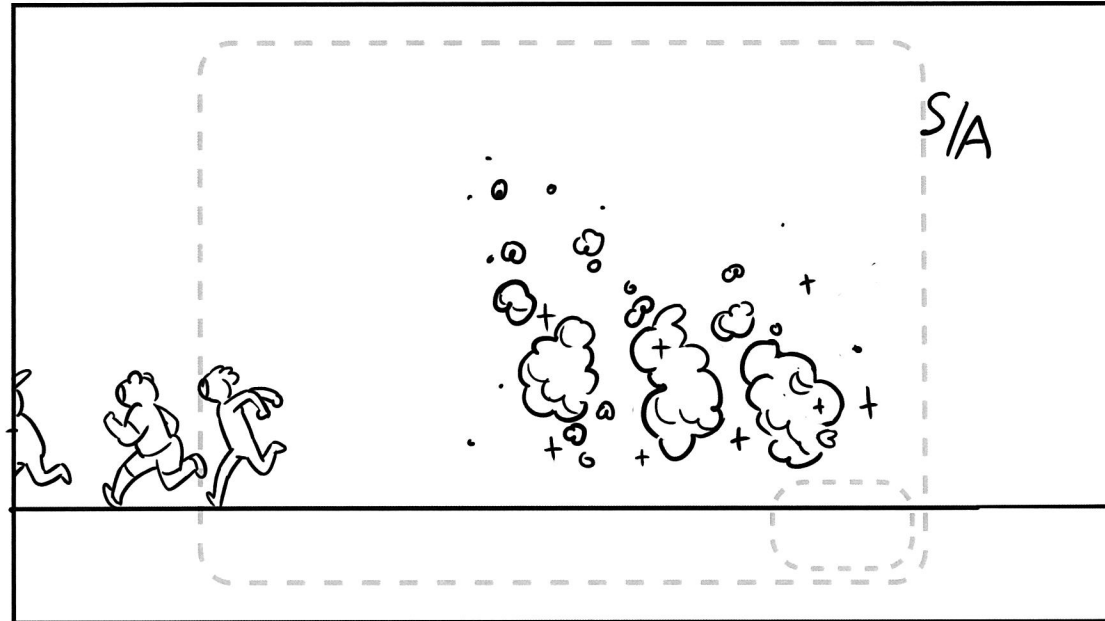
Page 186

Sc. 130

Pnl. 6

Bg.

day night

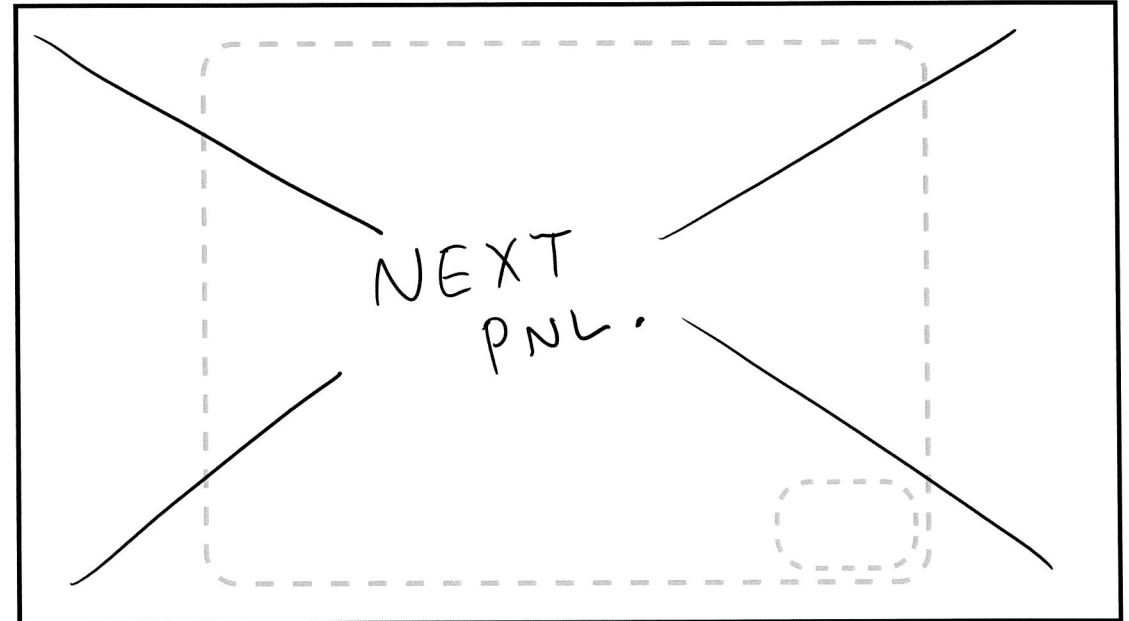


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- VAMPIRES EXPLODE INTO GLITTER

Timing:

EPISODE # **1034-213**

Production:

ADVENTURE TIME



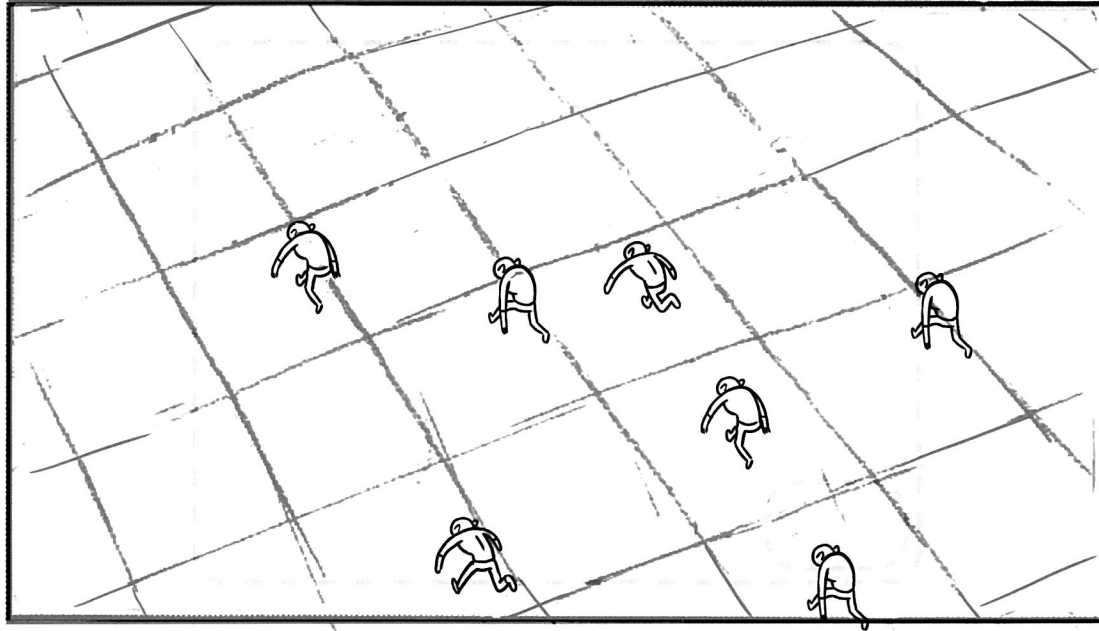
Page 187

Sc 131

Pnl. A

Bg.

day night

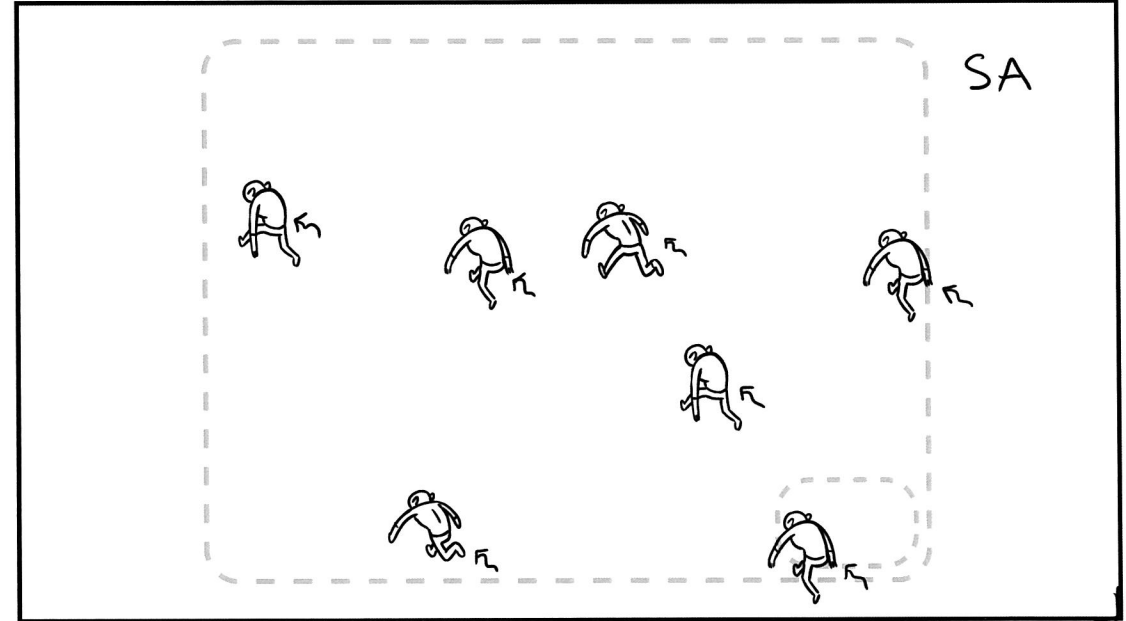


Sc. 131

Pnl. B

Bg.

day night



Dialog:

Action:

-VAMPIRES ADVANCE.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



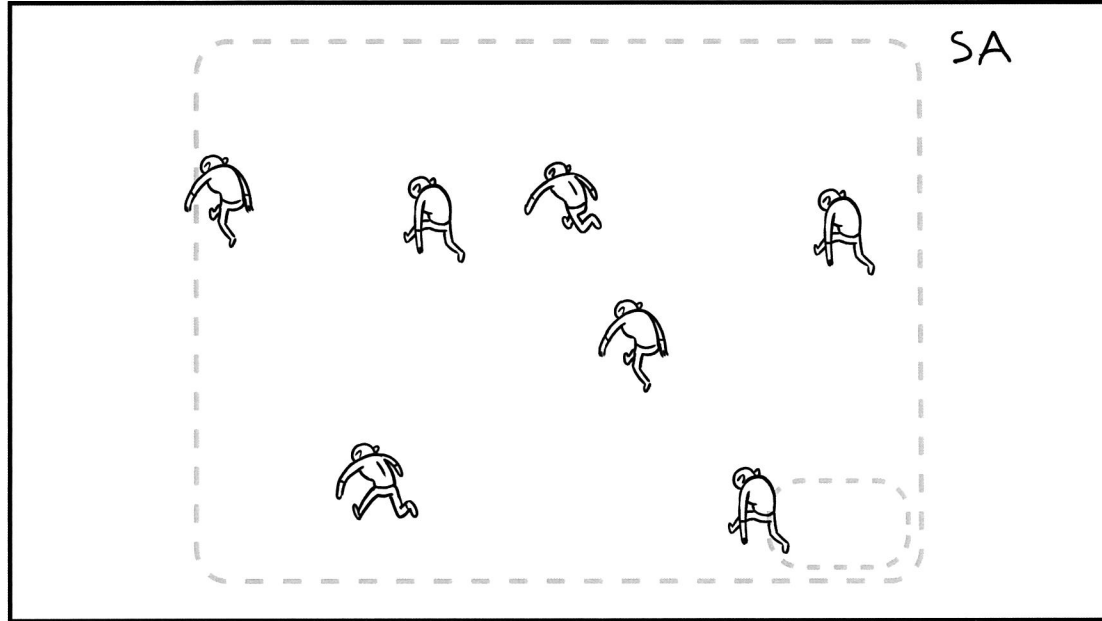
Page 188

Sc. 131

Pnl. C

Bg.

day night

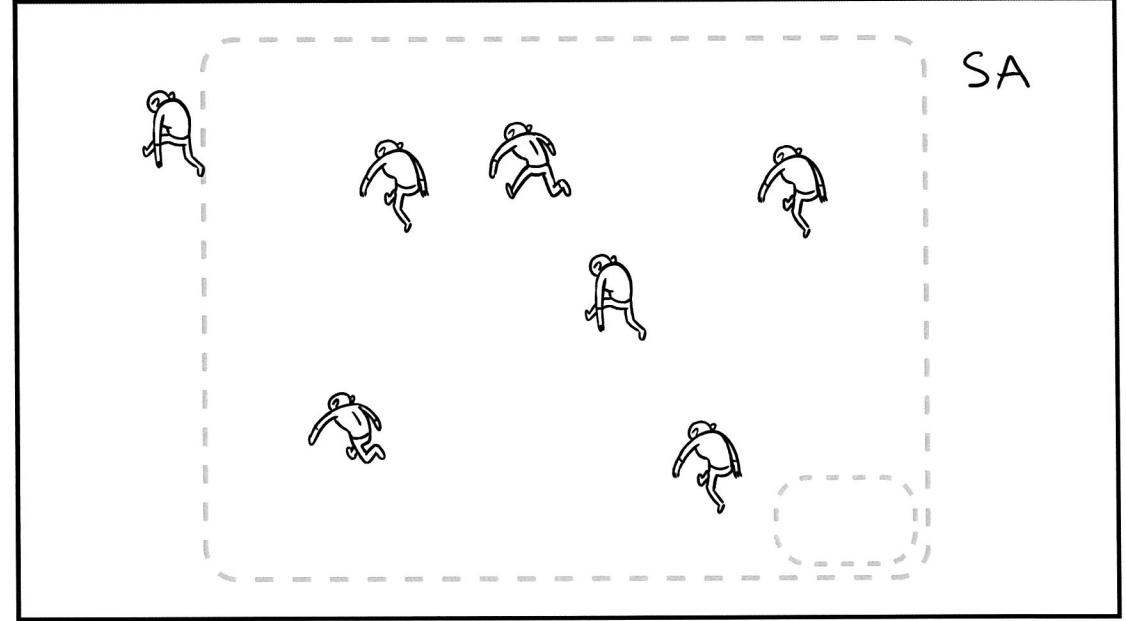


Sc. 131

Pnl. D

Bg.

day night



Dialog:

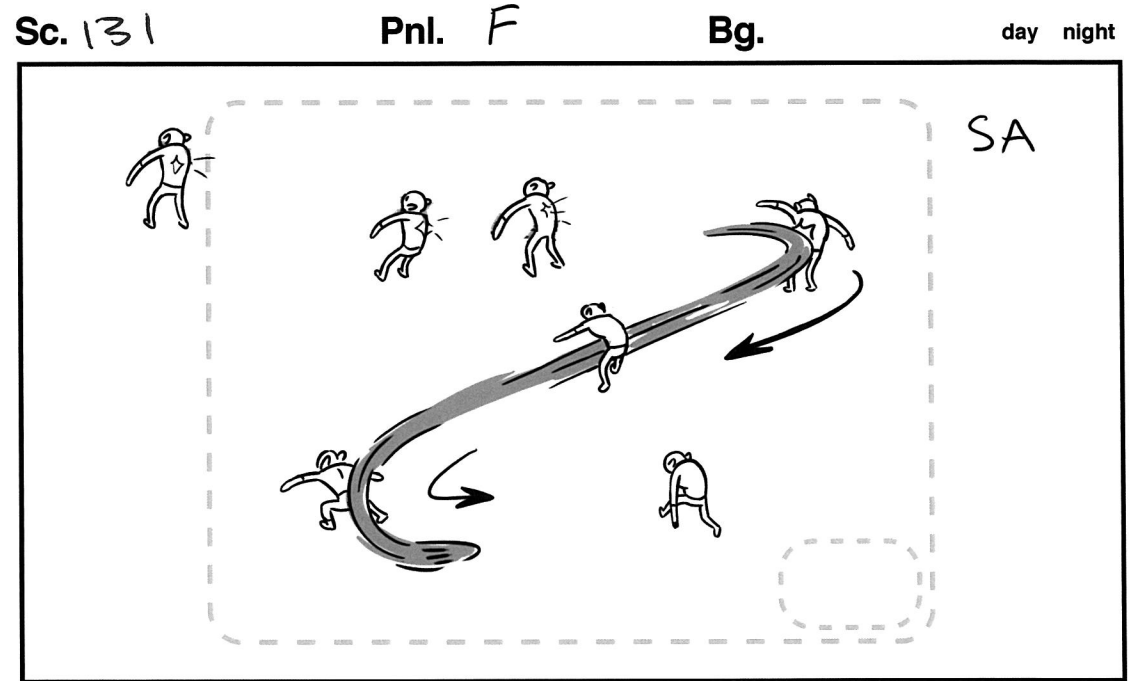
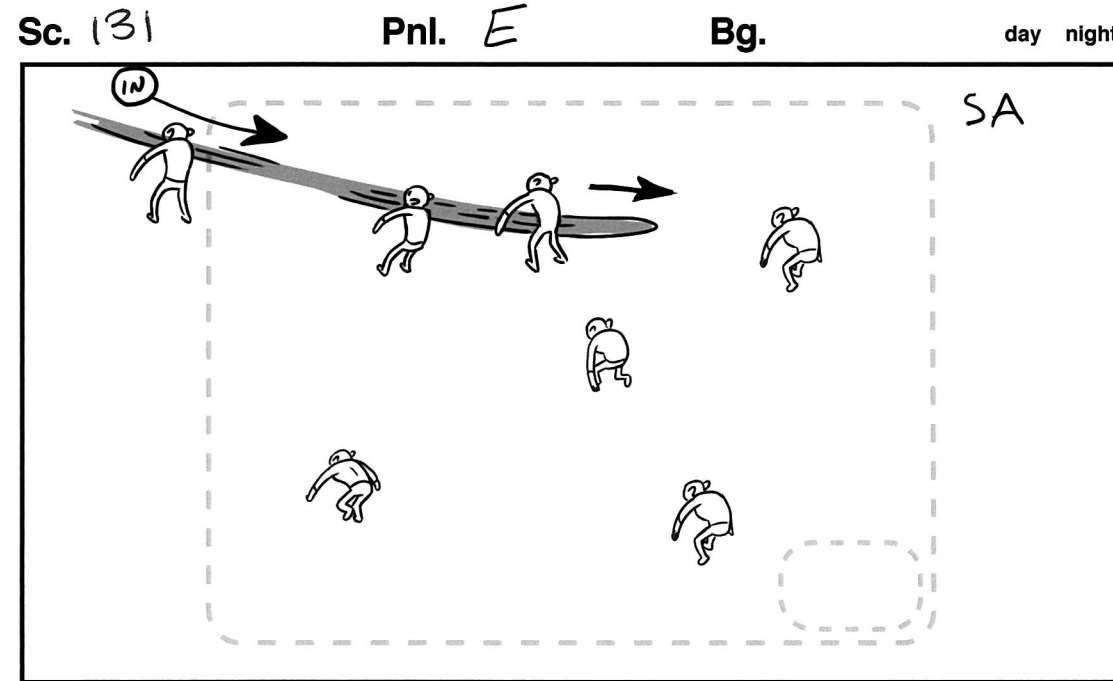
Action:

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Dialog:

SFX: * V V V * *

Action:

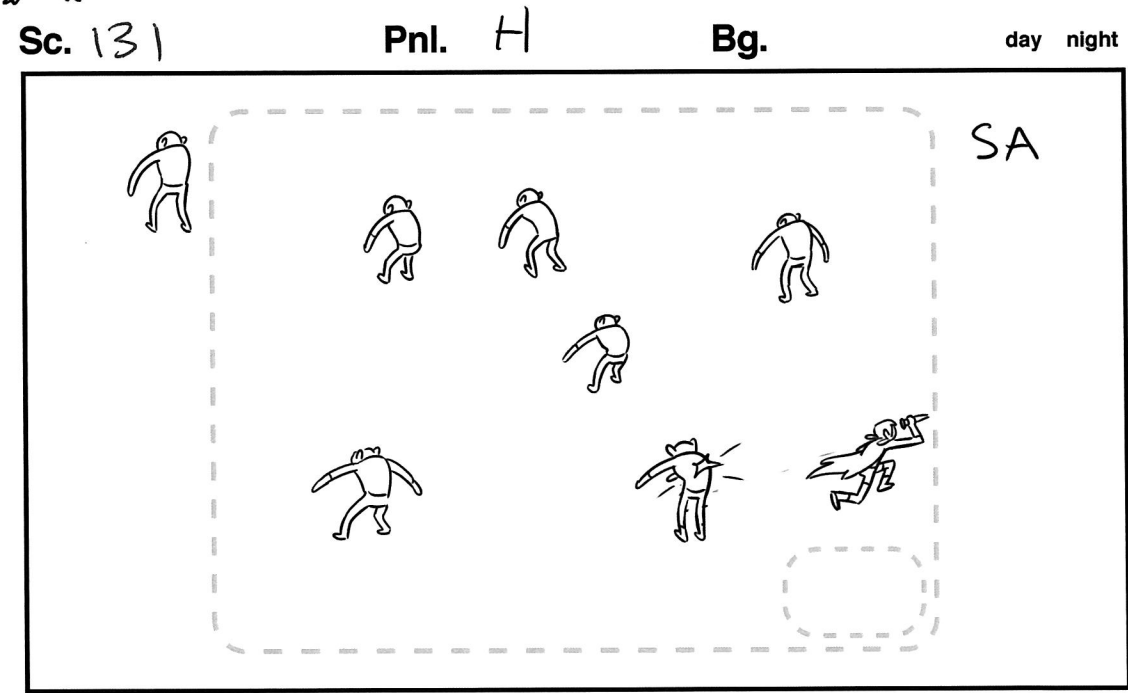
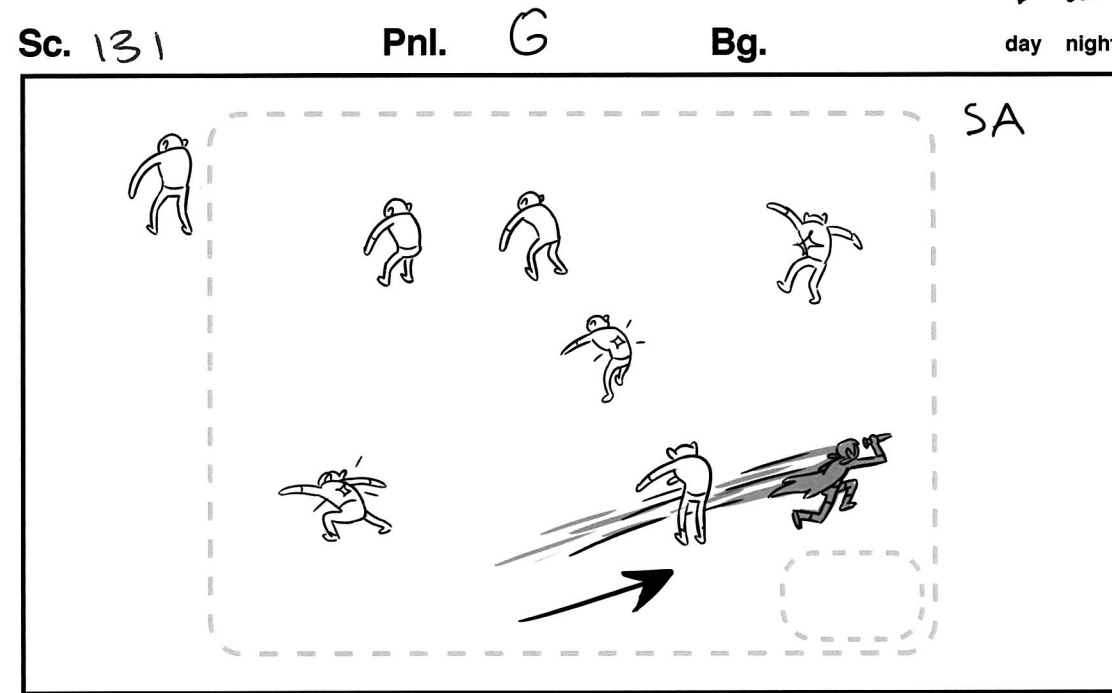
-M. SWOOPS THROUGH VAMPIRES, STAKING ALL OF THEM

Timing:

ADVENTURE TIME



Page 190



Dialog:

SFX: * VVVVT *

Action:

-M. COMES TO A SUDDEN STOP.

Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME



Page 191

Sc. 132

Pnl. A

Bg.

day night

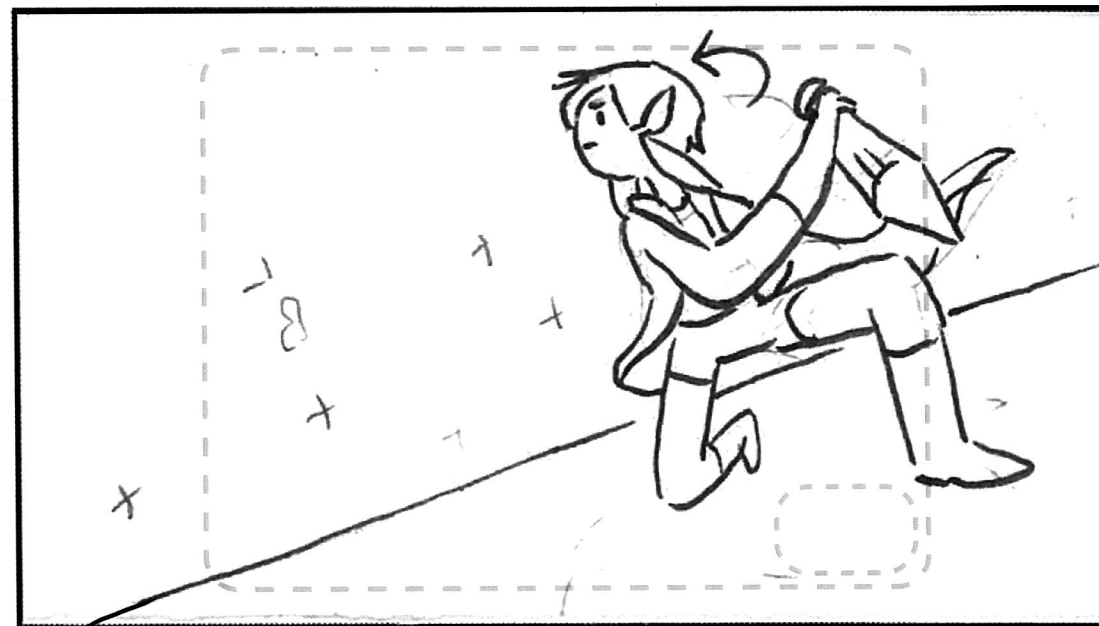


Sc. 132

Pnl. B

Bg.

day night



Dialog:

M: HEH HEH HEH.

Action:

-VAMPIRES
EXPLODE INTO
GLITTER.

Timing:



II: ^(0/5) OH JEEZ!

-M. LOOKS UP.

EPISODE # 1034-213

Production:

ADVENTURE TIME



Page 192

Sc. 133

Pnl. A

Bg.

day night

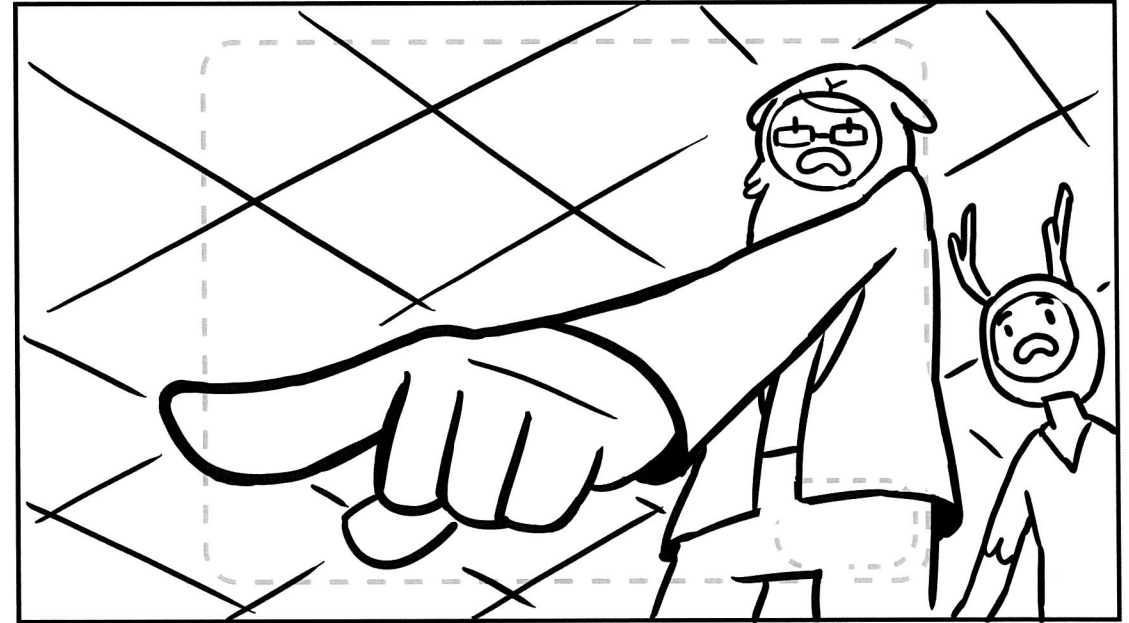


Sc. 133

Pnl. B

Bg.

day night



Dialog:

TT: THAT'S NOT
SCHWABL, MAN

Action:

Timing:

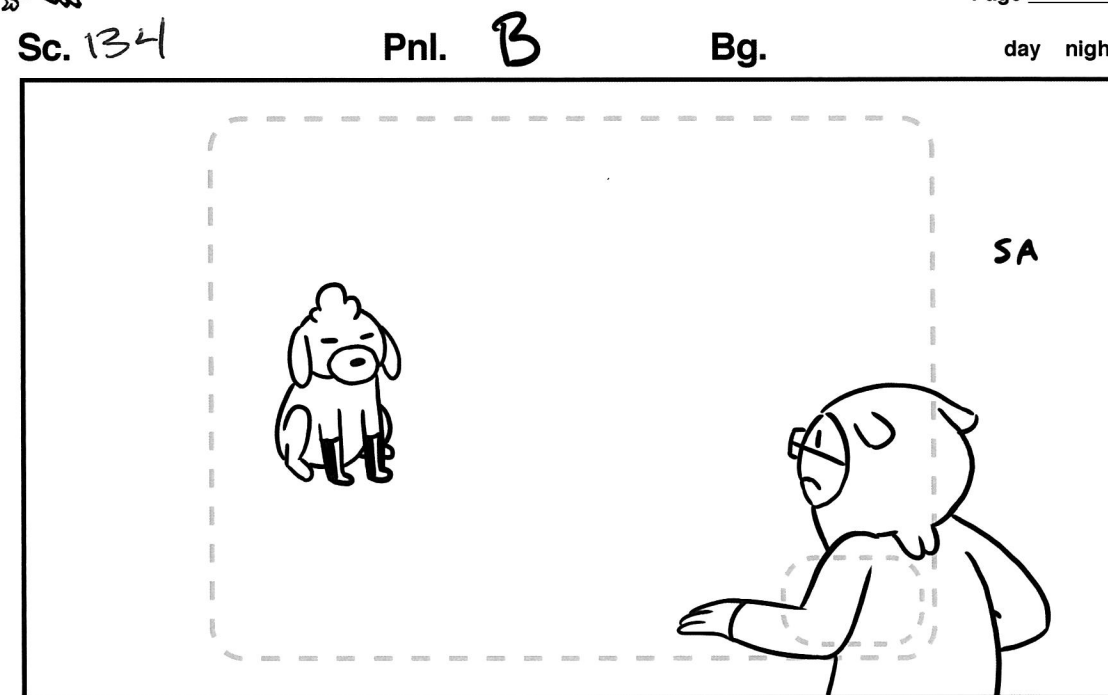
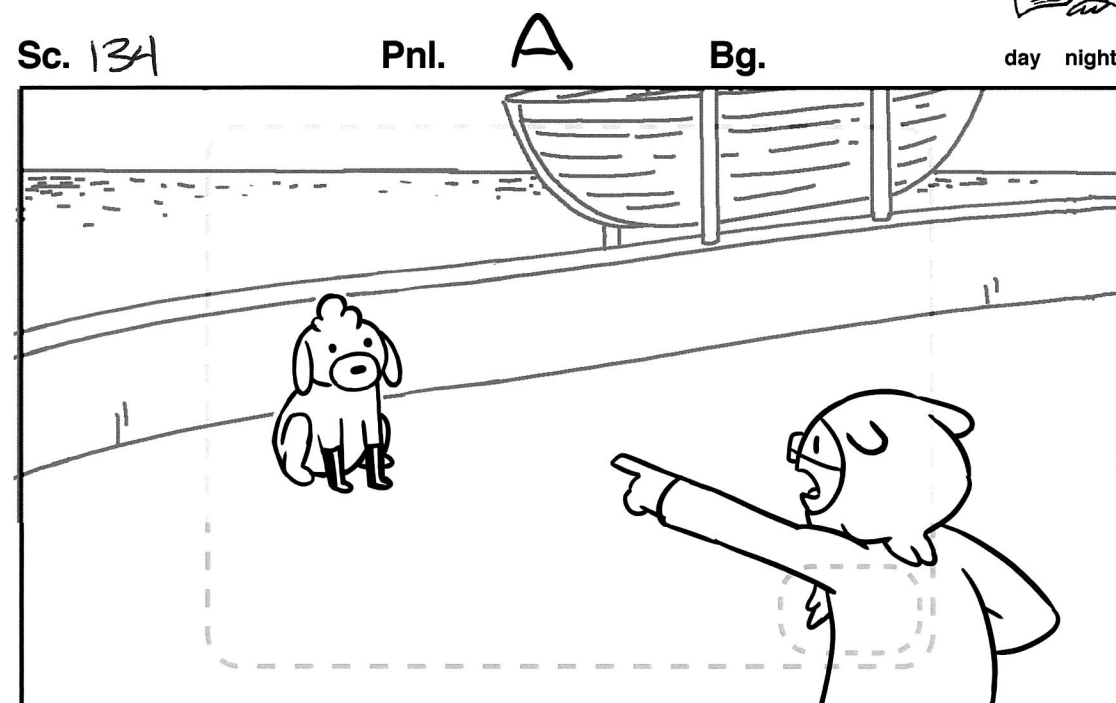
EPISODE # 1034-213

Production:

ADVENTURE TIME



Page 193



Dialog:

TT: THAT'S NOT SCHWABL
AT ALL

HIEROPHANT: HEH HEH

Action:

- TT POINTS ACCUSINGLY
AT SCHWABL (WEARING BOOTS)

Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME



Page 194

Sc. 134

Pnl. C

Bg.

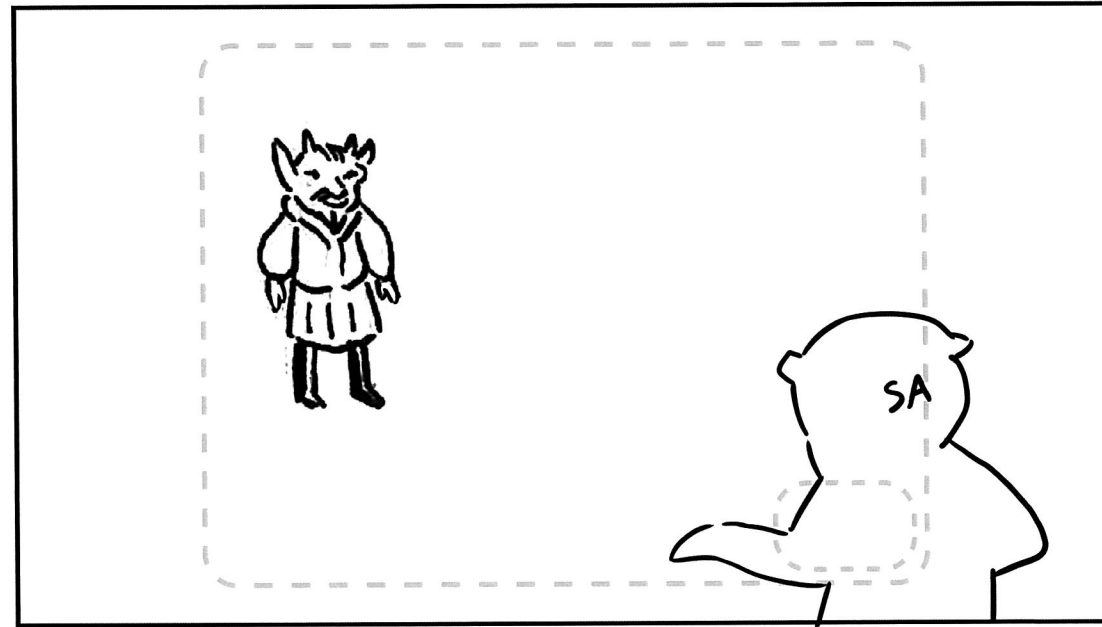
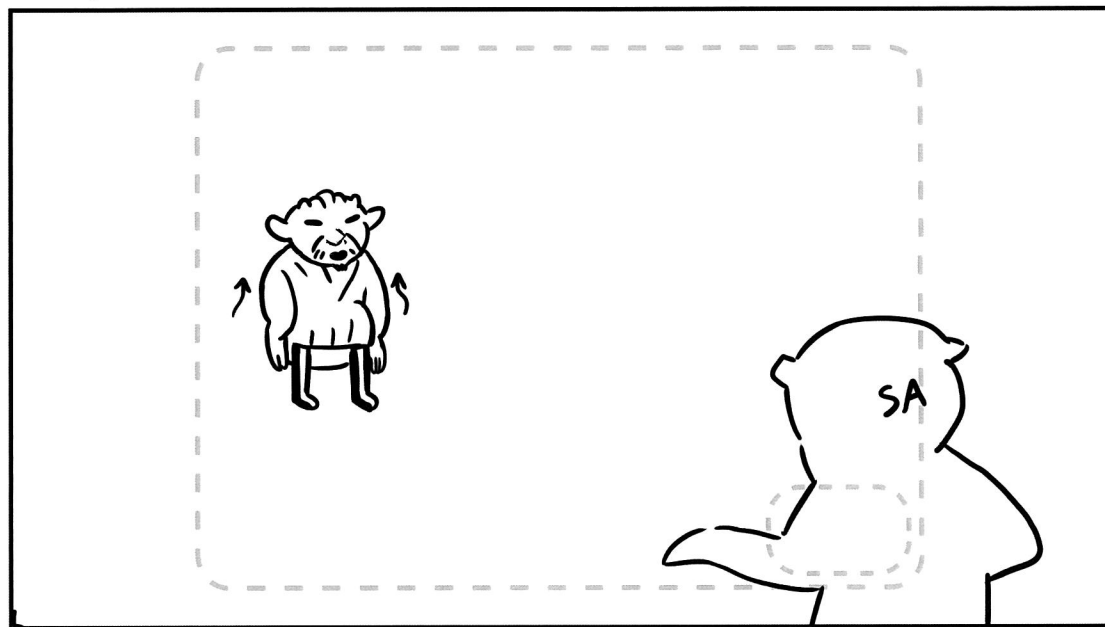
day night

Sc. 134

Pnl. D

Bg.

day night



Dialog:

H: Aww -

H: YA GOT ME.
HEH, WAS IT THE BOOTS?

Action:

-SCHWABL MORPHS INTO
HIEROPHANT

Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME



Page 195

Sc. 135

Pnl. A

Bg.

day night

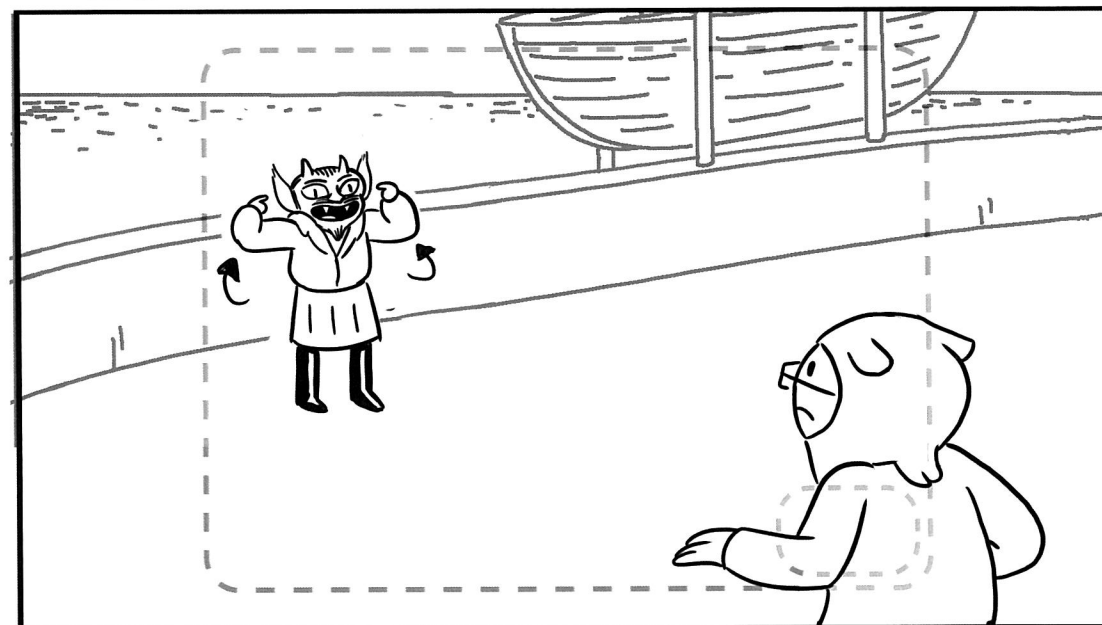


Sc. 136

Pnl. A

Bg.

day night



Dialog:

H: COME, MY FRIENDS...

Action:



H: HOP INTO THE OL' BLOOD CHUTE.

- H. MOTIONS TO HIS MOUTH.

Timing:

EPISODE # 1034-213

Production:

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Sc. 136

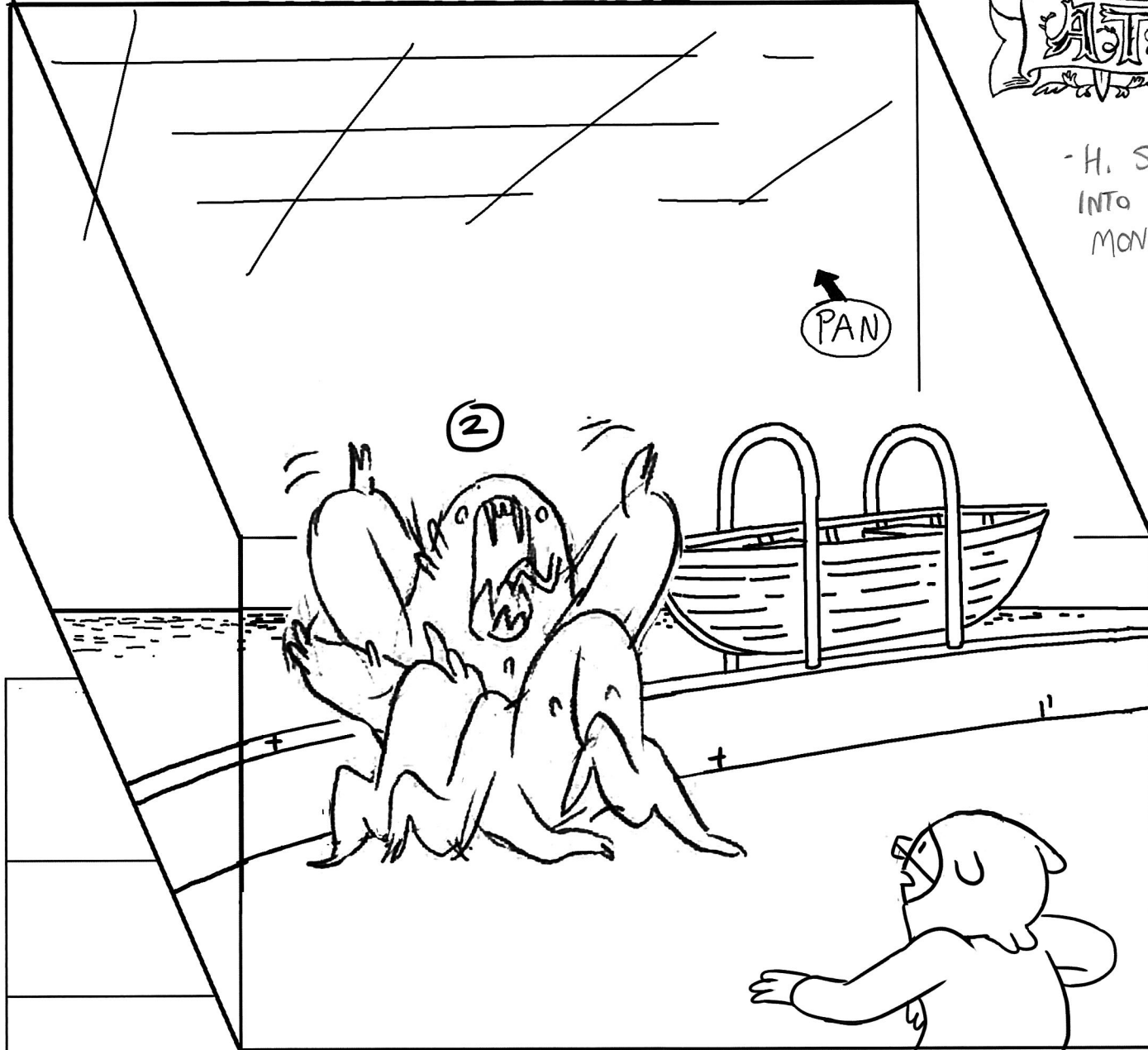
Pnl. B

Bg.

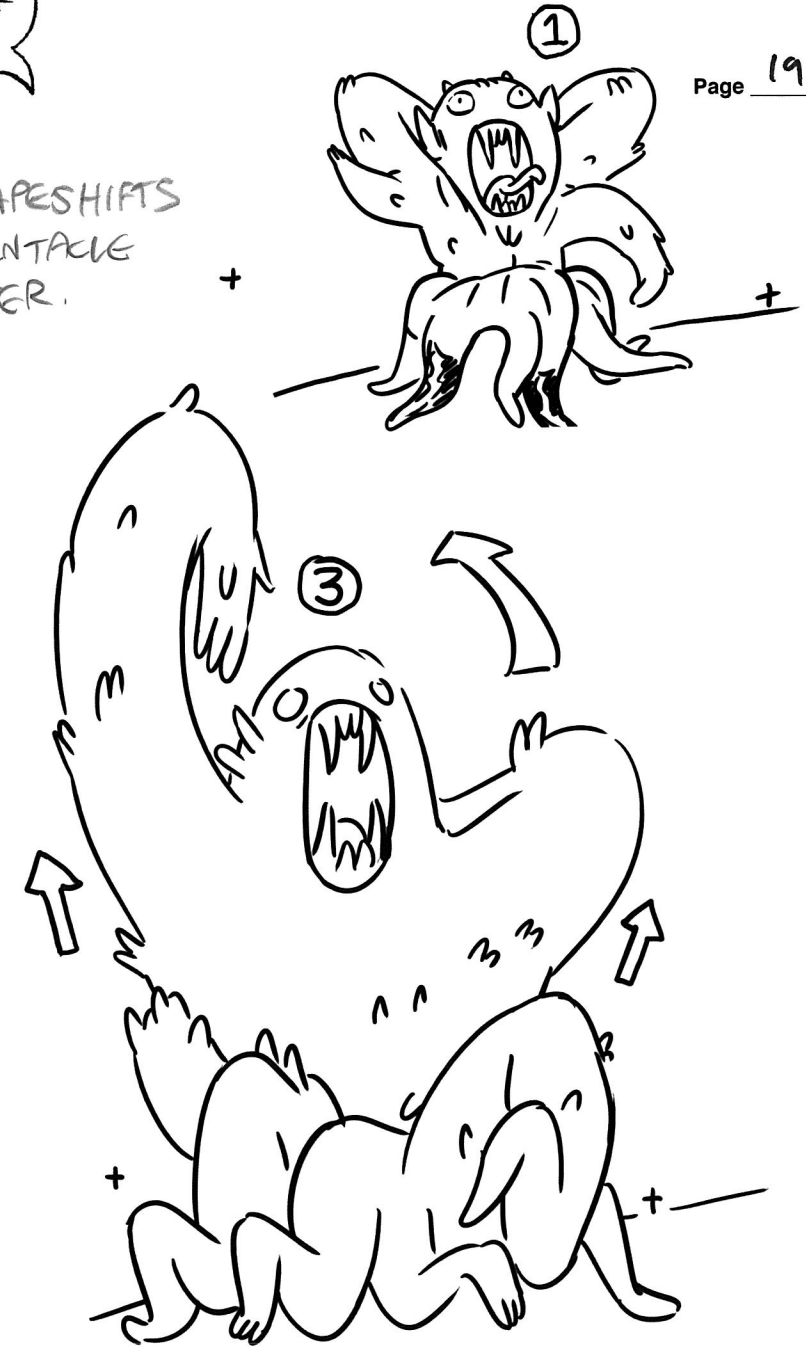


- H. SHAPESHIFTS
INTO TENTACLE
MONSTER.

Page 196



DIAL: H: *ROARR—



1034-213

EPISODE #

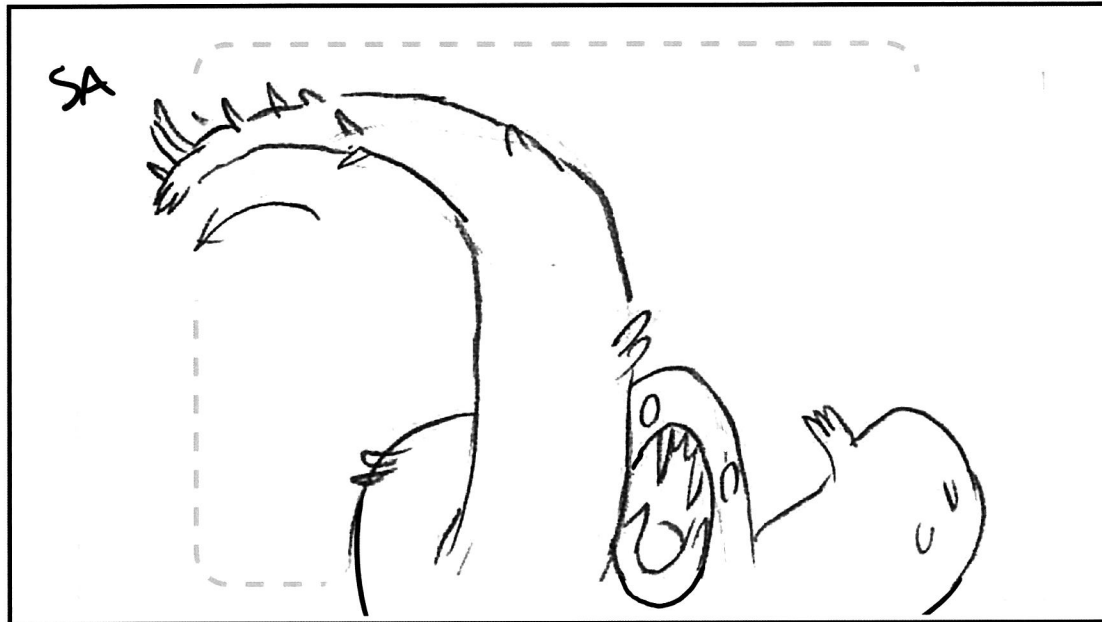
Production:

ADVENTURE TIME



Page 197

Sc. 136 Pnl. C Bg. day night



Sc. 136 Pnl. D Bg. day night



Dialog:

Action:

- H. STRETCHES
SPIKED TENTACLE BACK,

- H WHIPS SPIKED TENTACLE ARM
FORWARD FAST.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



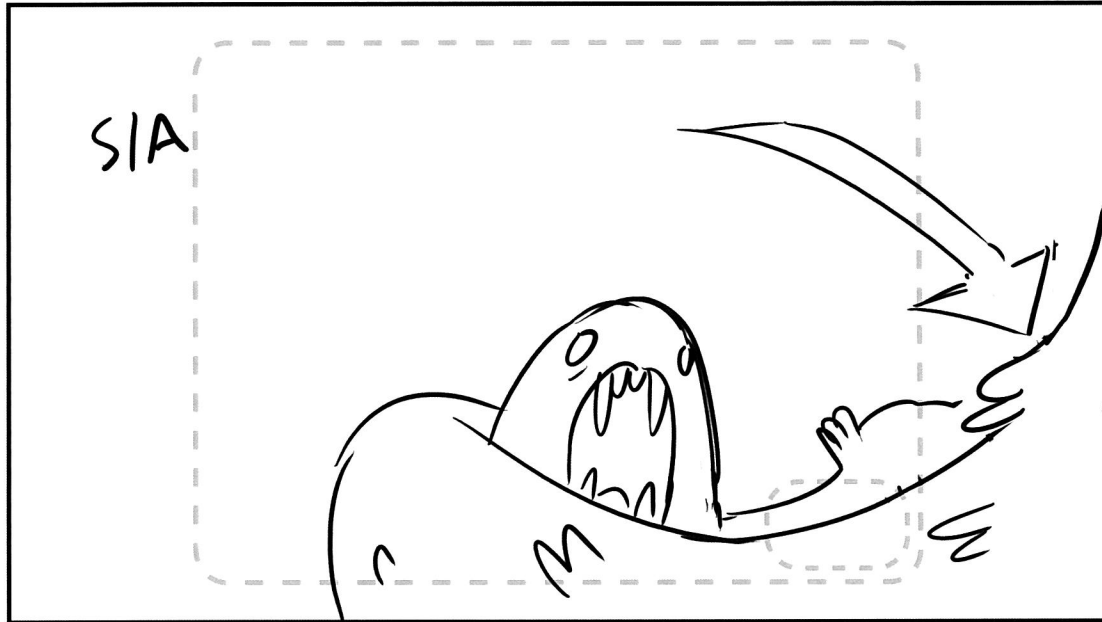
Page 198

Sc. 136

Pnl. E

Bg.

day night

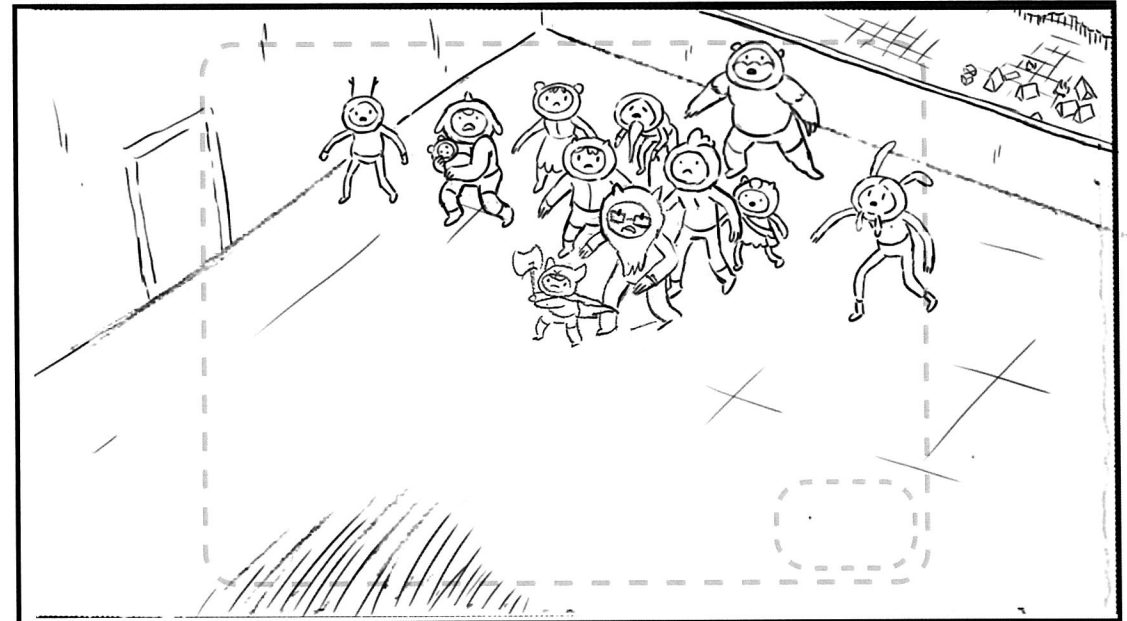


Sc. 137

Pnl. A

Bg.

day night



Dialog:

SFX: * WHOOOSH!! *

Action:

Timing:

EPISODE # **1034-213**

Production:

ADVENTURE TIME



Sc. 137

Pnl. B

Bg.

day night

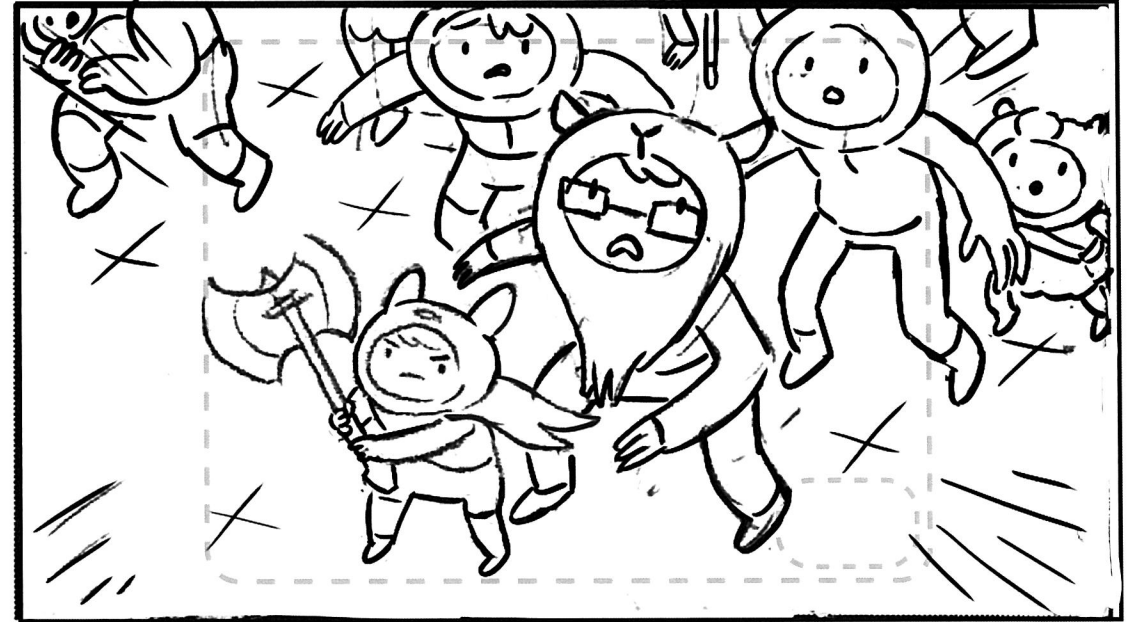


Sc. 137

Pnl. C

Bg.

day night



Dialog:

II: AAH!!

Action:

- TRACK w/ H.'S
TENTACLE POV.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



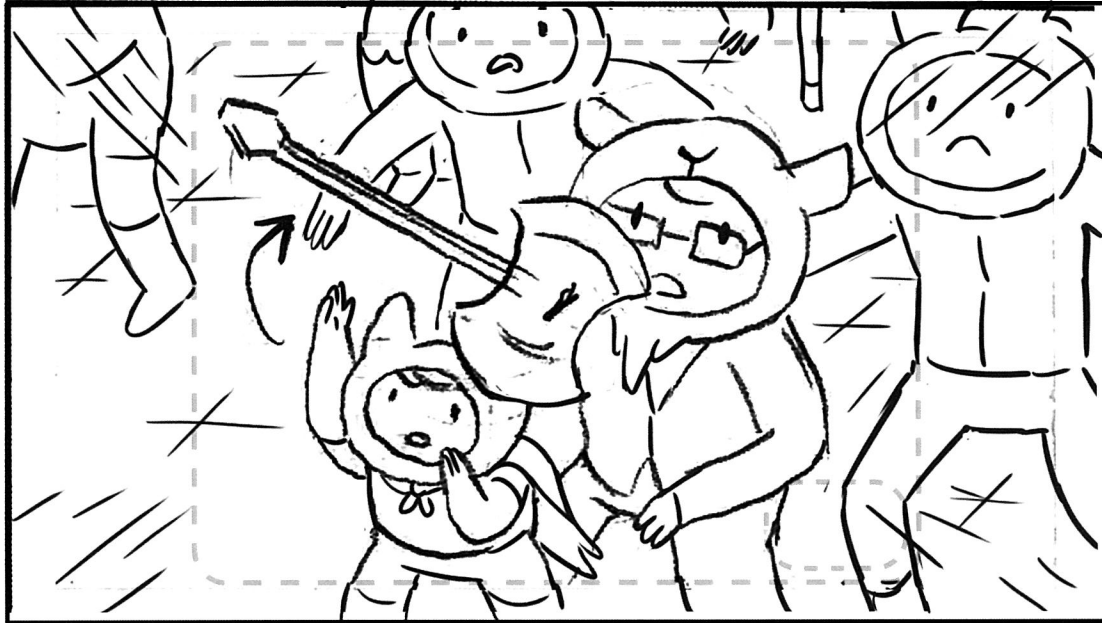
Page 200

Sc. 137

Pnl. D

Bg.

day night

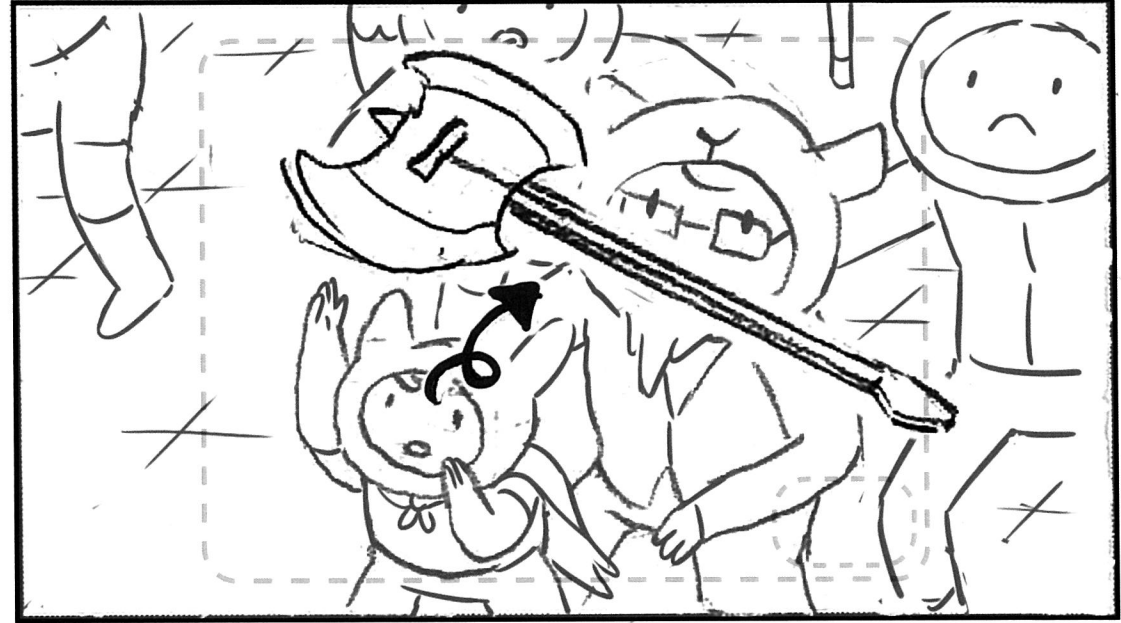


Sc. 137

Pnl. E

Bg.

day night



Dialog:

B : HUH!

Action:

- BASS IS YANKED OUT
OF GRAHAM'S HANDS.

- AXE BASS SPINS AROUND

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Page 201

Sc. 137

Pnl. F

Bg.

day night

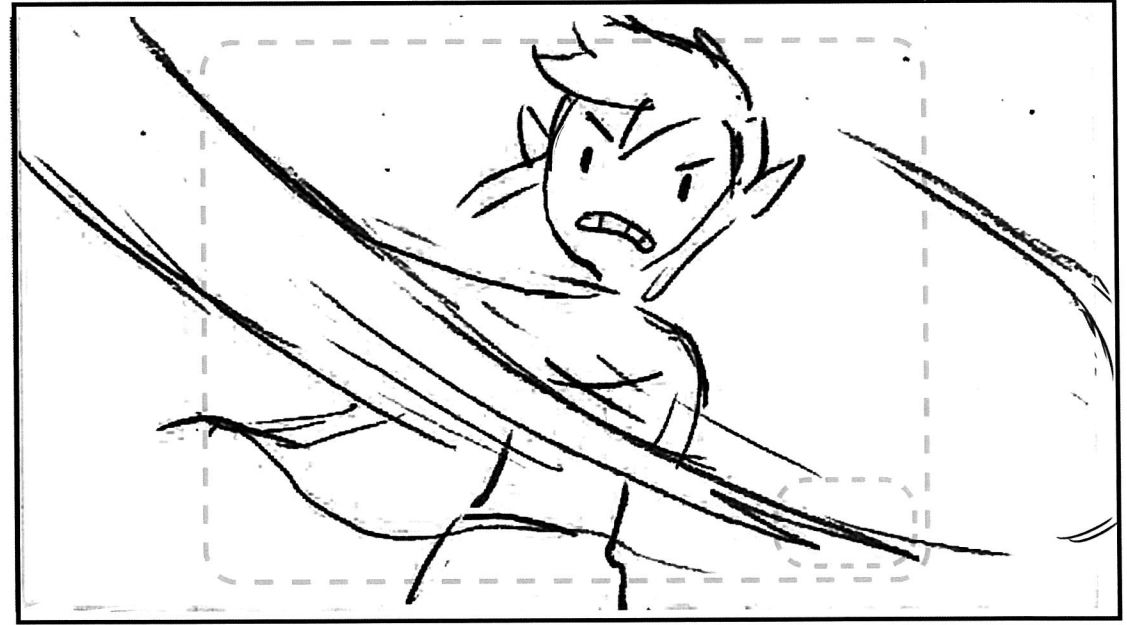


Sc. 137

Pnl. G

Bg.

day night



Dialog:

SFX: * VMM *

SFX: * ZSHH! *

Action:

- M. APPEARS
SUDDENLY. [THESE PANELS HAPPEN REALLY QUICK.]

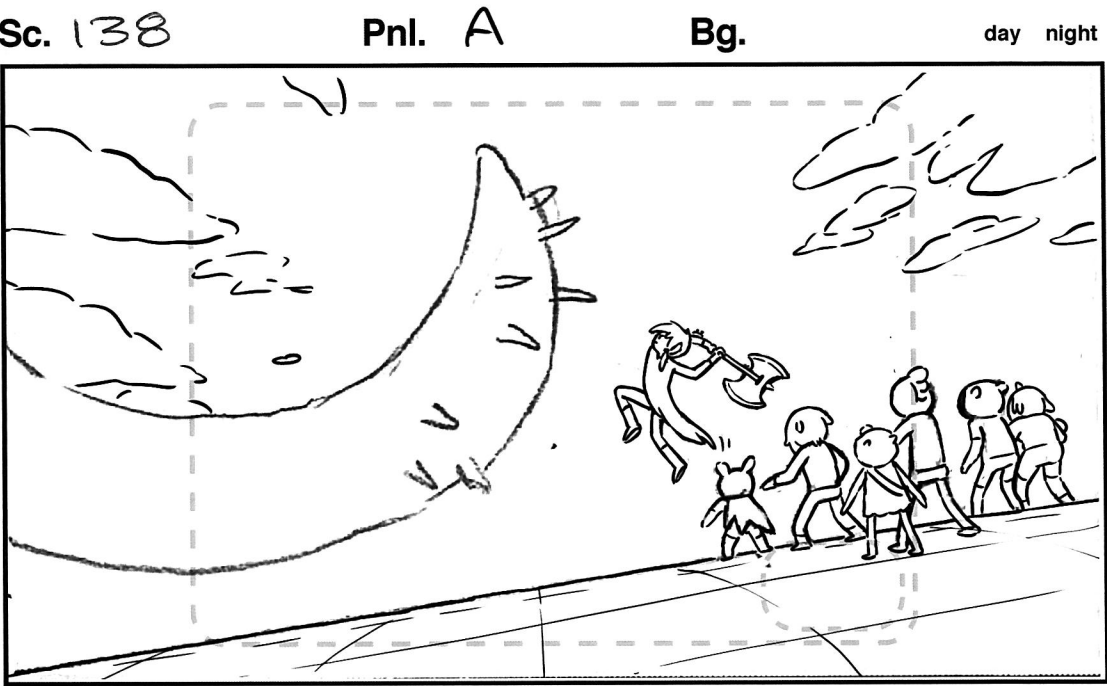
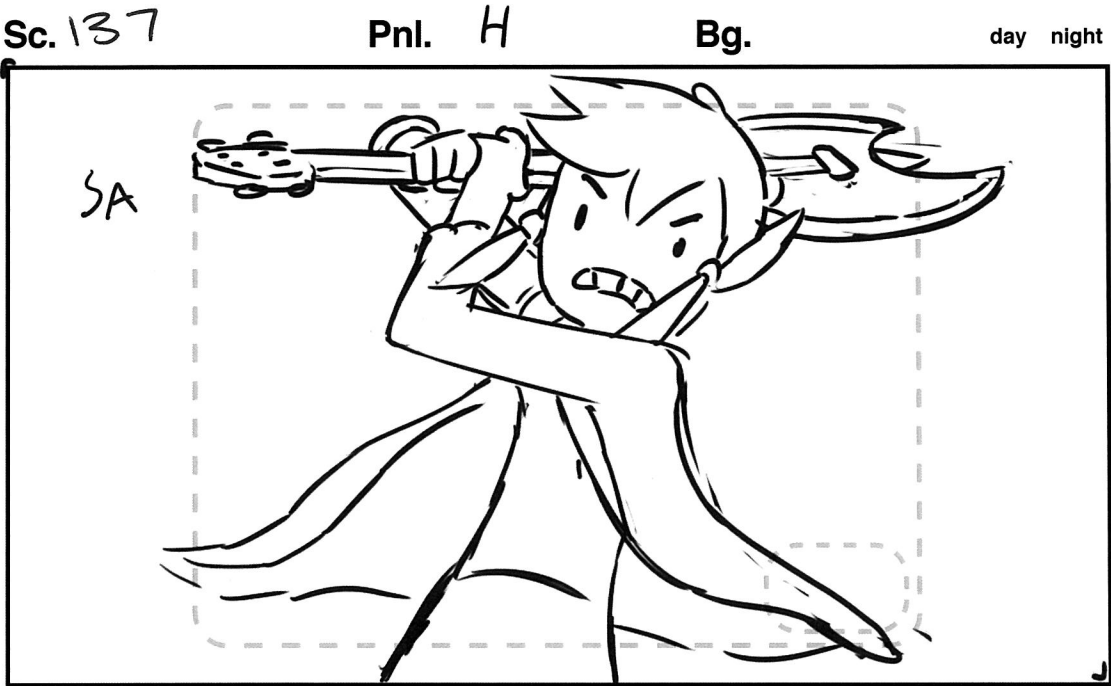
- M. SWINGS AXE.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Dialog:
Action:
Timing:

SLO MO / HANG TIME

ADVENTURE TIME



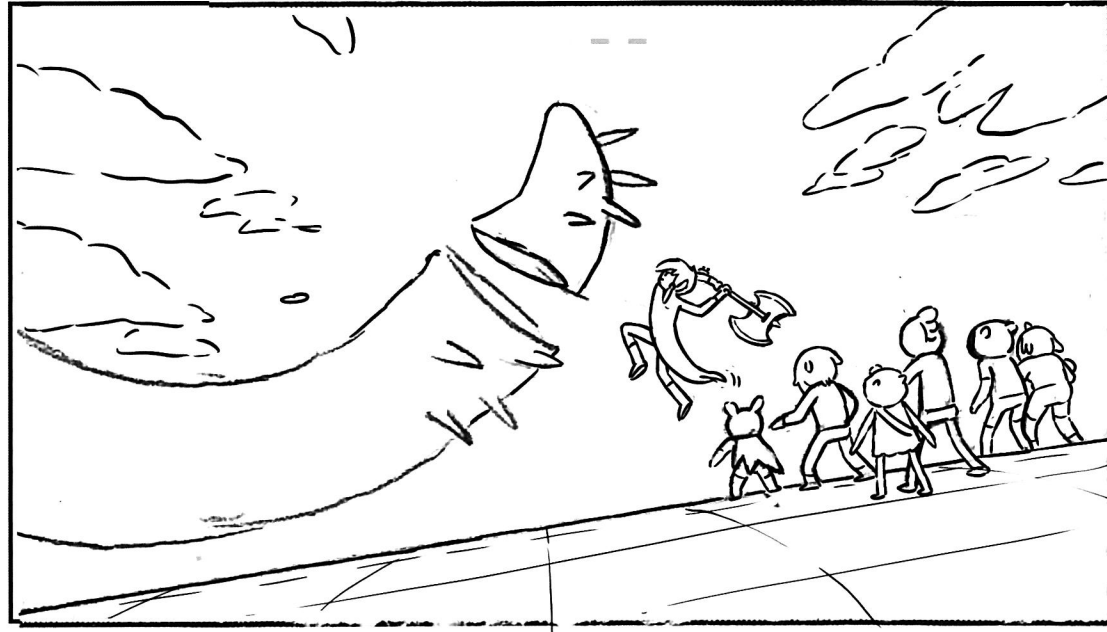
Page 203

Sc. 138

.Pnl B

Rg

day night

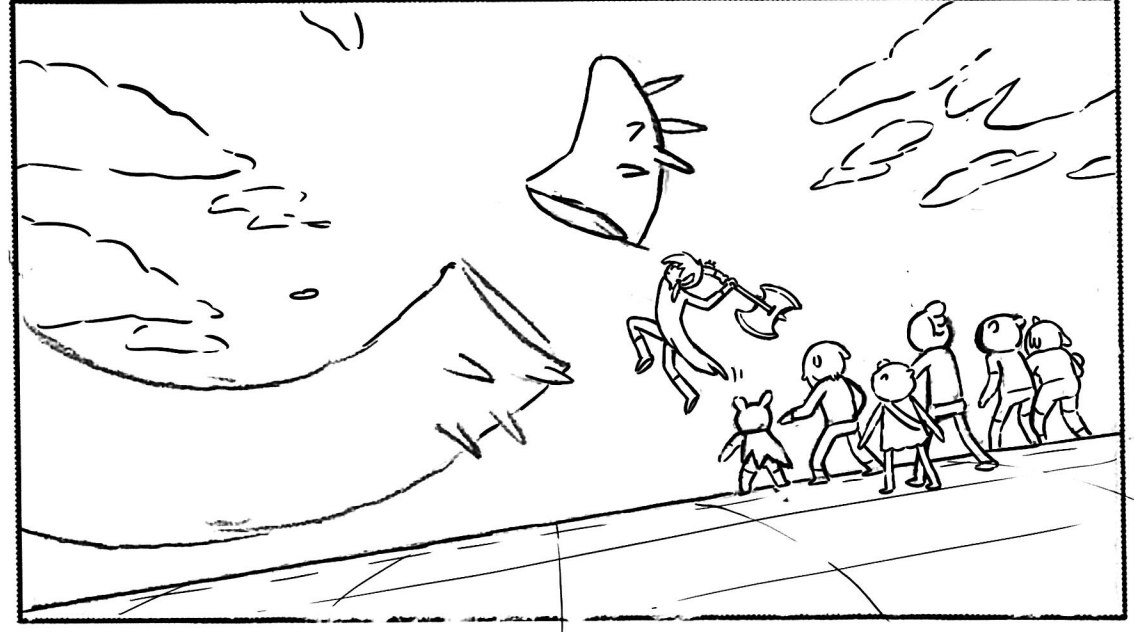


Sc. 138

.Pnl C

Rg

day night



Dialog:

Action:

- SLO MO / HANG TIME

- TENTACLE SPLITS CLEANLY APART.

SLO MO / HANG TIME

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



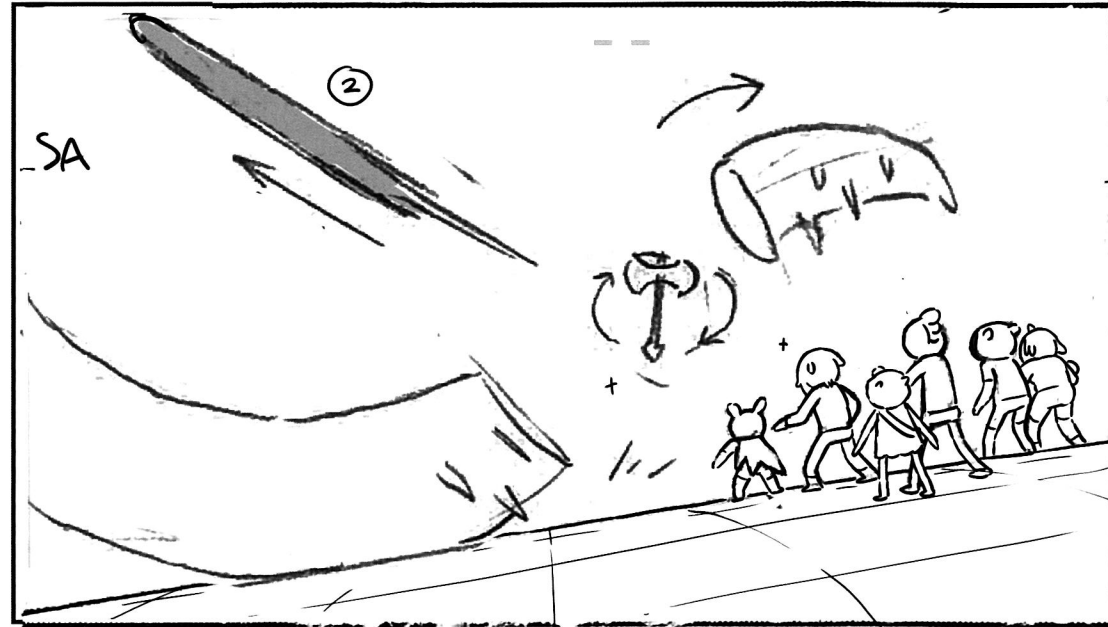
Page 204

Sc. 138

.Pnl D

Rgt

day night

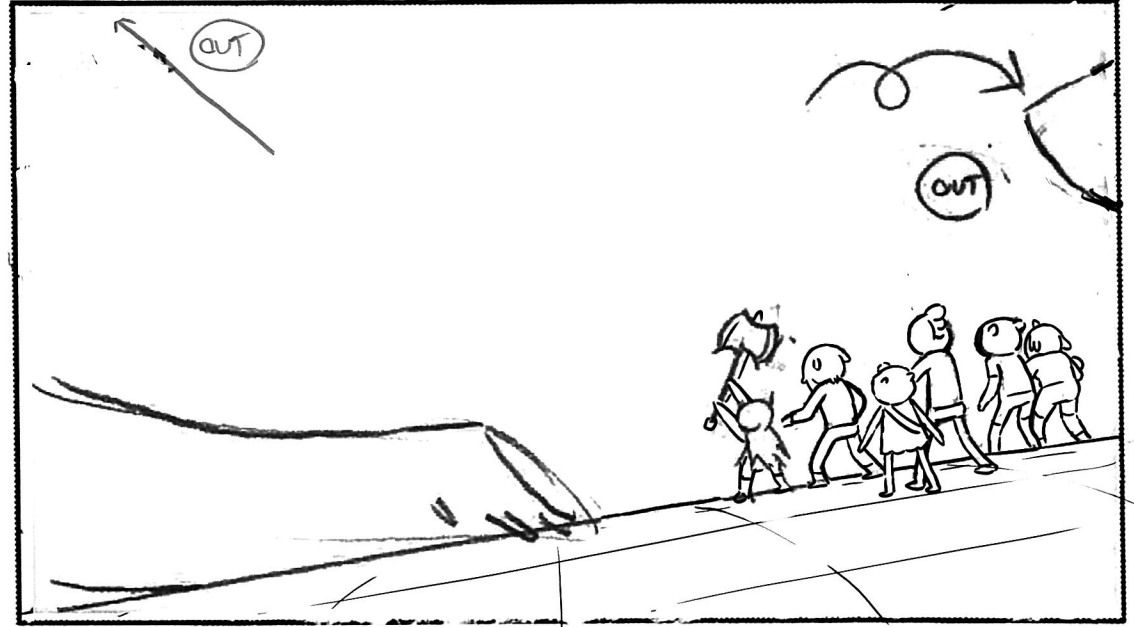


Sc. 138

.Pnl E

Rgt

day night



Dialog:

SFX: WSHH! X

SFX: XCHK X

Action:

- M. ZOOMS OFF/S

- B CATCHES AXE

- TENTACLE END SPINS OFF/S.

[BACK TO NORMAL TIME]

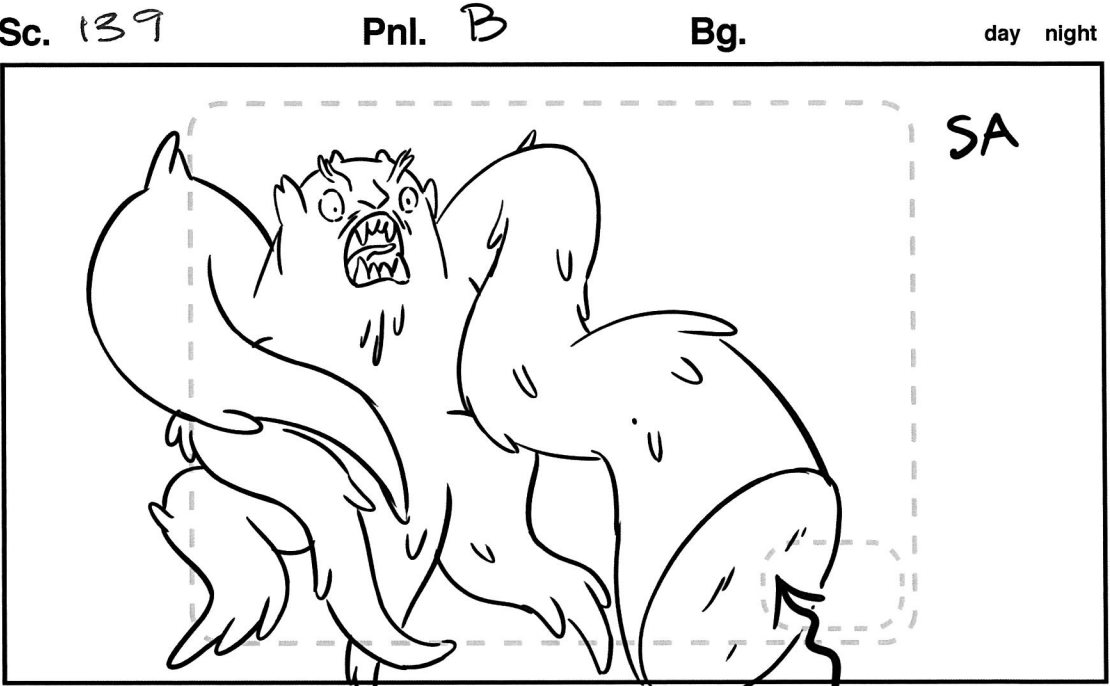
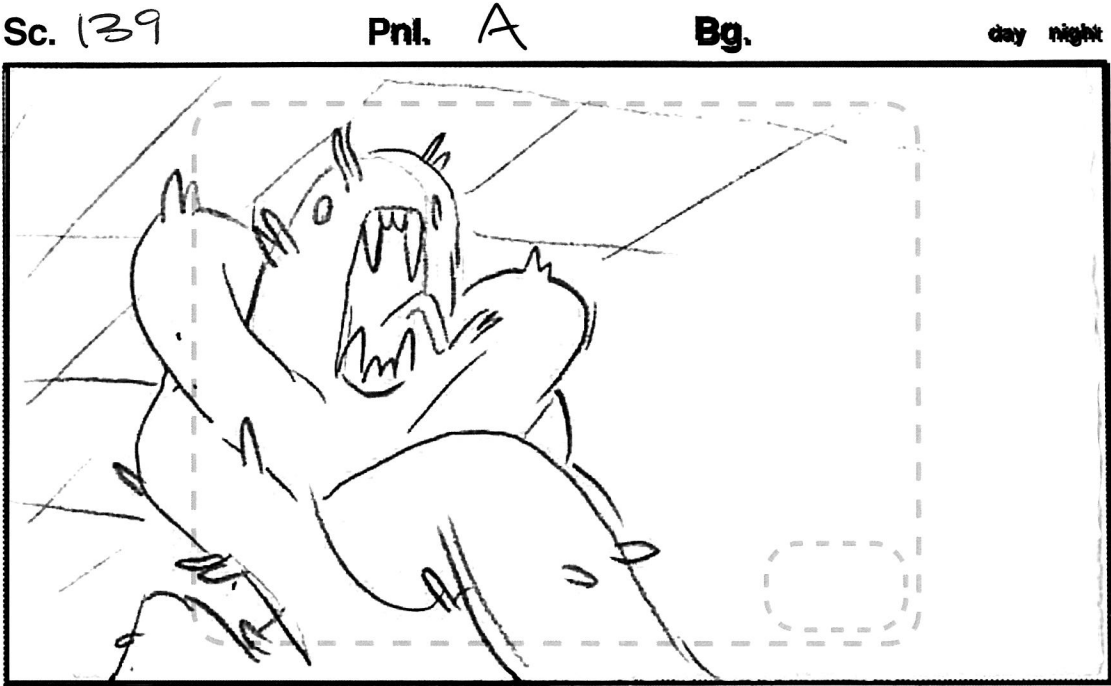
Timing:



EPISODE # 1034-213

Production:

ADVENTURE TIME



Dialog:	H: <u>MARCELINE</u> !
Action:	- HIEROPHANT RETRACTS BODY.
Timing:	

ADVENTURE TIME



Sc. 139

Pnl. C

Bg.

day night

Sc. 139

Pnl. D

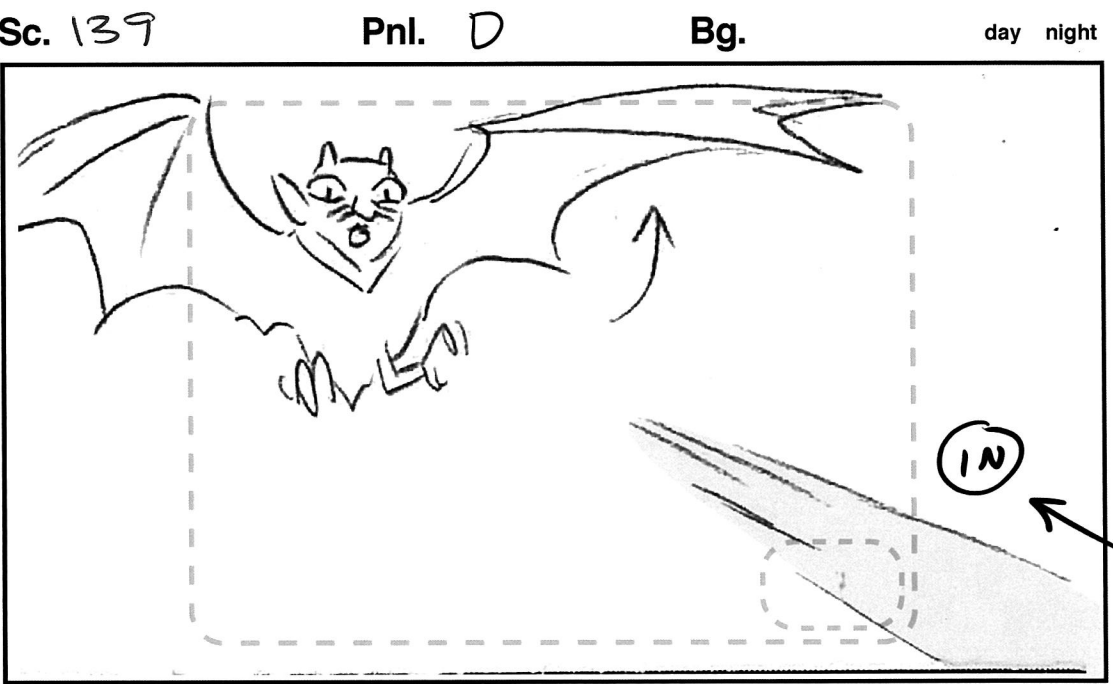
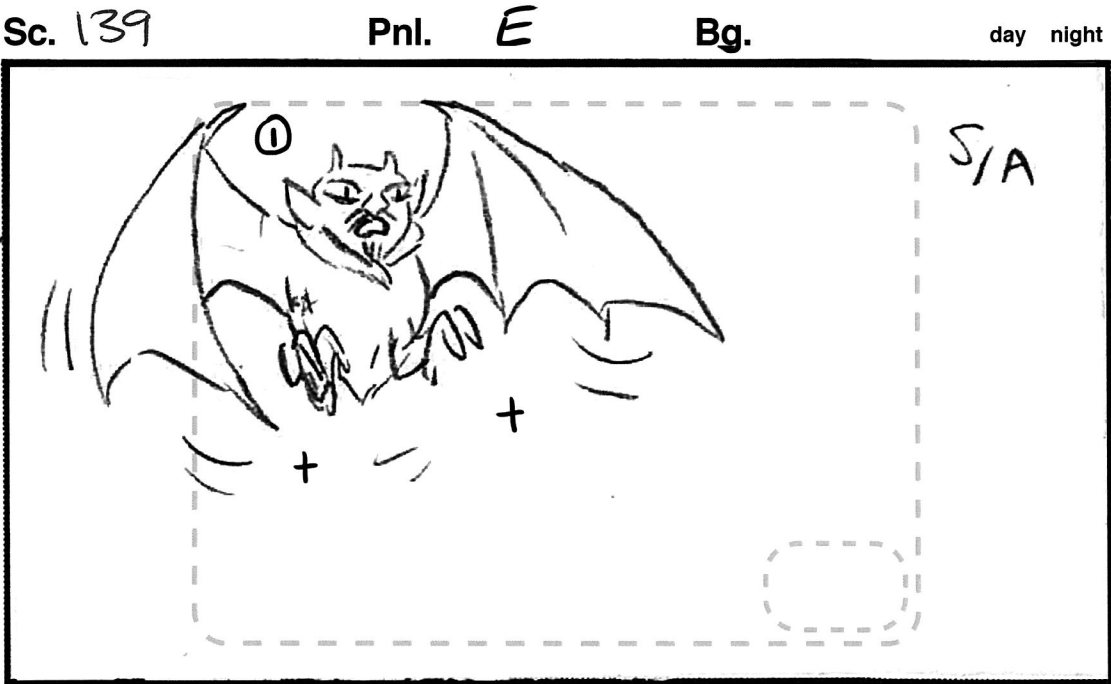
Bg.


day night

Dialog:
Action:
Timing:

-H RETRACTS BODY.
INTO BAT SHAPE

ADVENTURE TIME

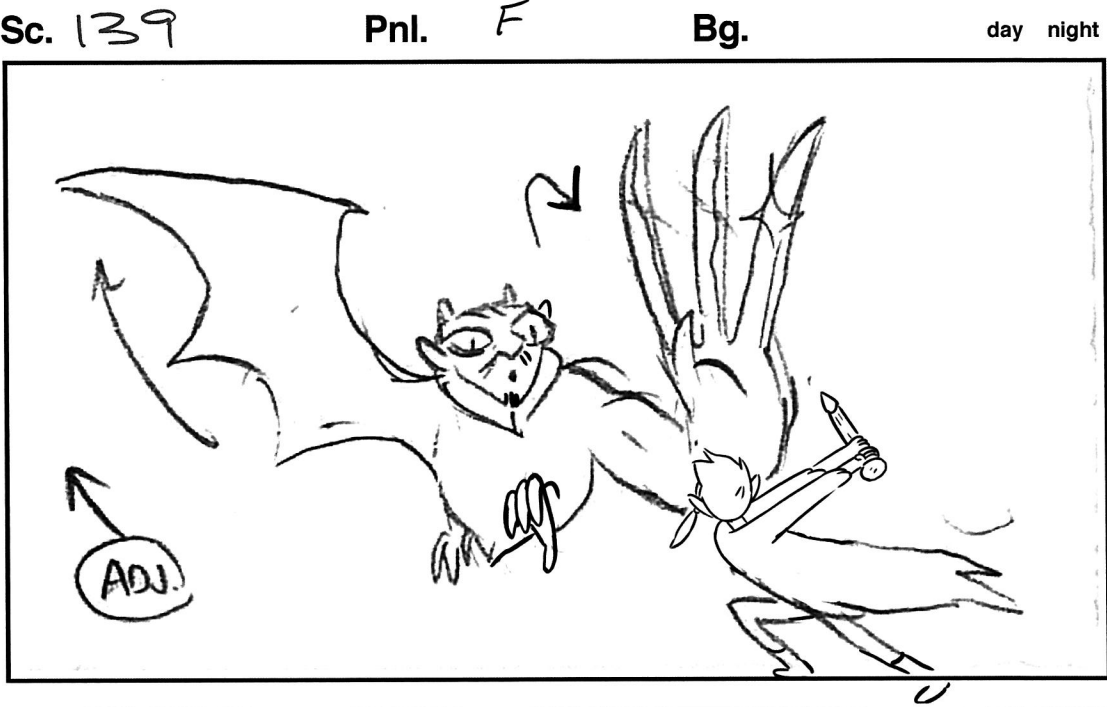
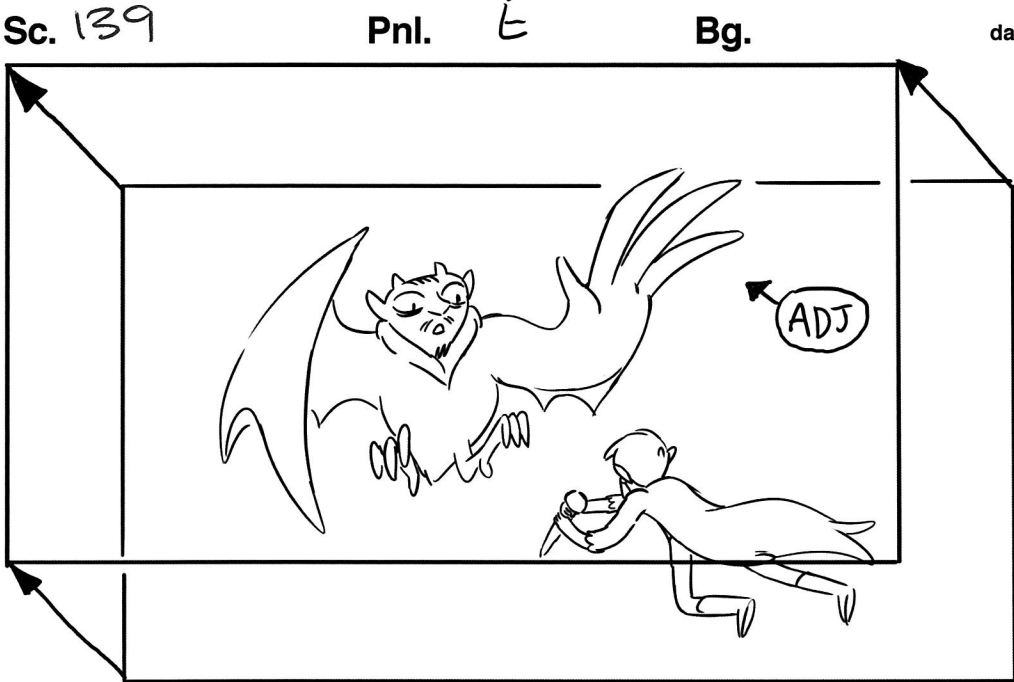


Dialog:	H: YOU DINK!	H: (FAST) WHOA WHOA WHOA!
Action:		-M. STREAKS ON/S
Timing:	CYCLE ①, ②, ①, ② ect.	

EPISODE # 1034-213

Production:

ADVENTURE TIME



Dialog:	SFX: SHING!
Action:	- H. TRANSFORMS WING INTO CLAW.
Timing:	

ADVENTURE TIME



Sc. 140

Pnl. A

Bg.

day night

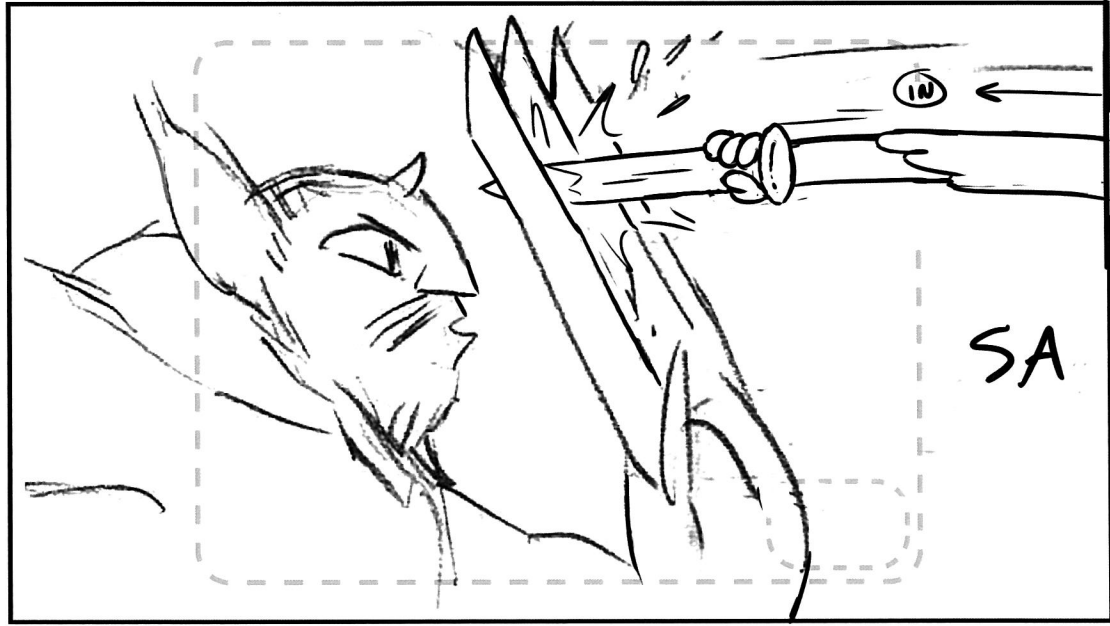


Sc. 140

Pnl. B

Bg.

day night



Dialog:	SFX: * KLANG! *
Action:	- H BLOCKS STAKE W/ CLAWS.
Timing:	

EPISODE # 1034-213

Production:

ADVENTURE TIME

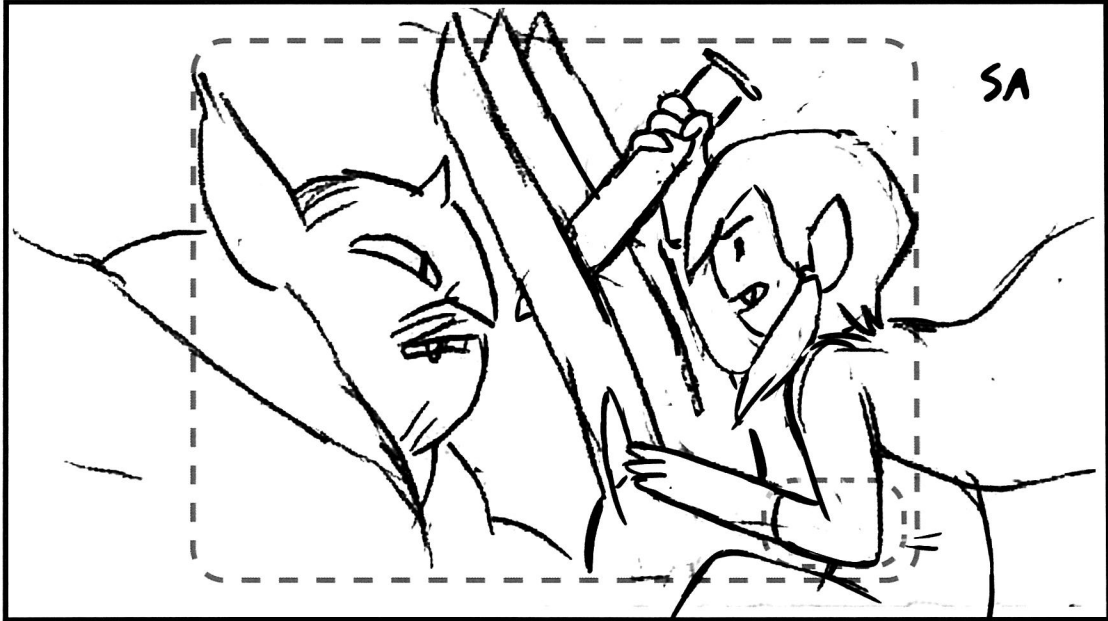


Sc. 140

Pnl. C

Bg.

day night

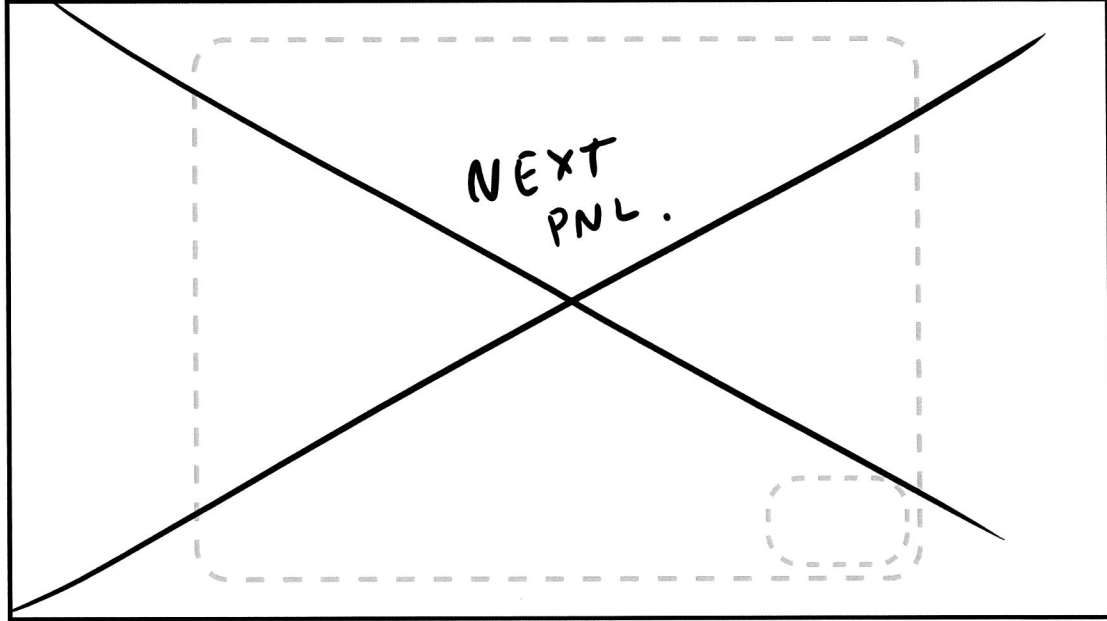


Sc.

Pnl.

Bg.

day night



Dialog:

M : HI THERE,
HIEROPHANT,

Action:

- STAKE + CLAWS SHAKE w/ TENSION.

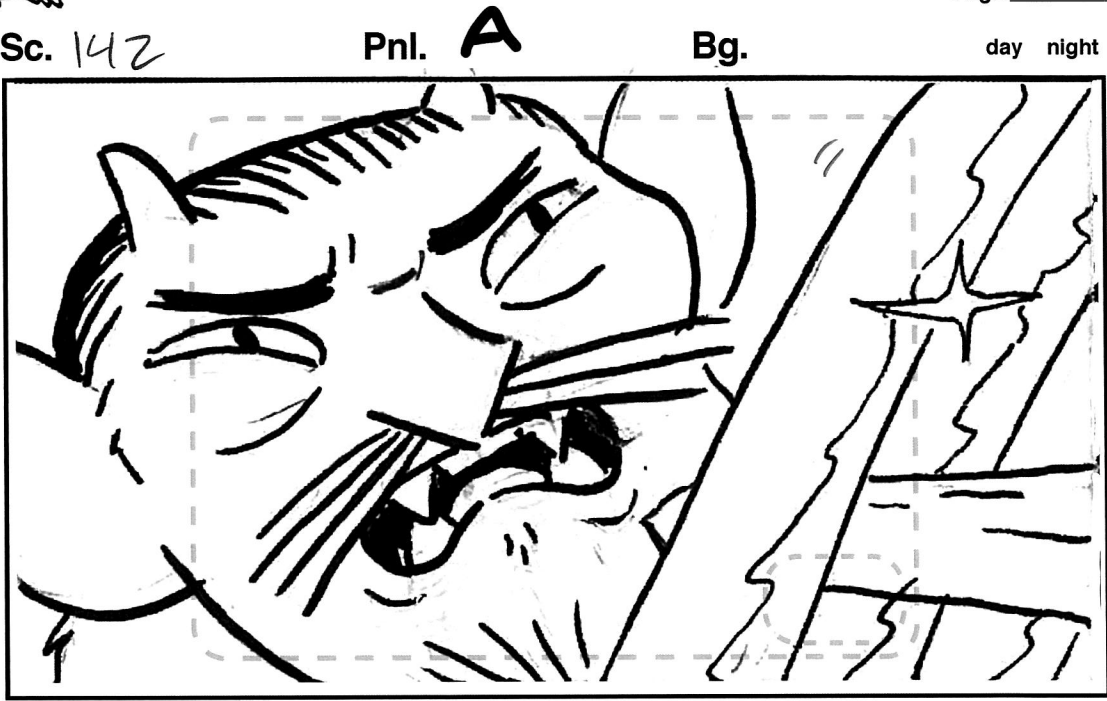
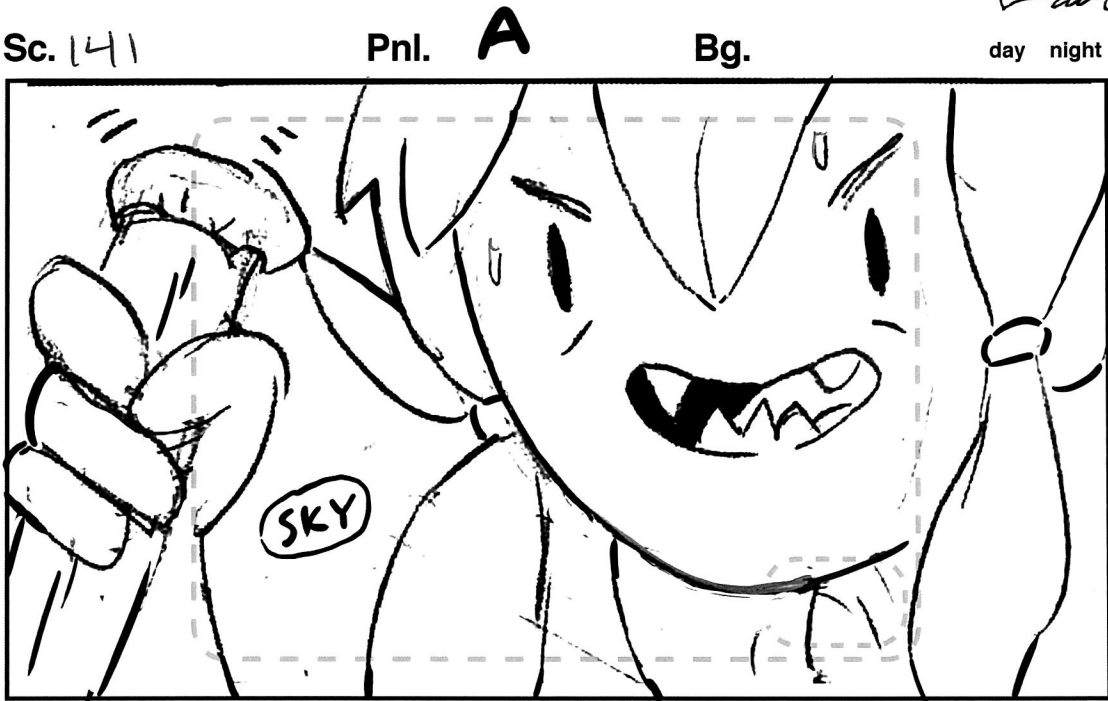
Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME



Dialog:	<p>M: HAVE YOU MET MY LITTLE STAKEY?</p>	<p>H: UGH, WHY CAN'T YOU JUST LET US EAT HUMANS!</p>
Action:		
Timing:		

ADVENTURE TIME



Page 212

Sc. 142

Pnl. B

Bg.

day night

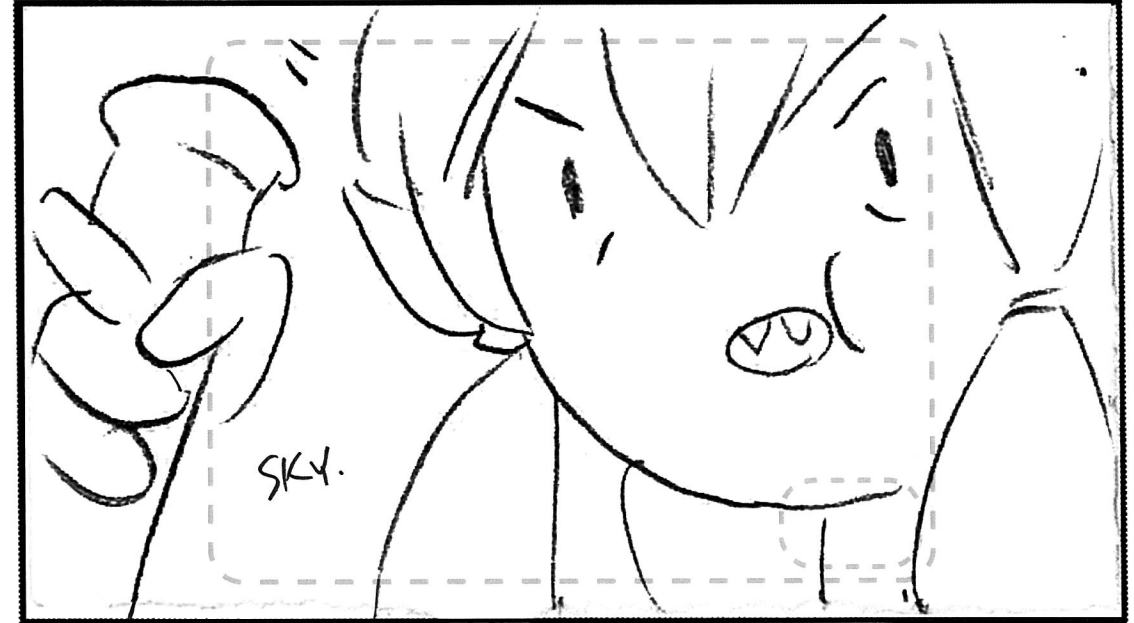


Sc. 143

Pnl. A

Bg.

day night



Dialog:

H: YOU'RE LIKE... MESSING
UP THE NATURAL ORDER.
THIS IS OUR TIME!

M: WRONG-O.
IT'S MY TIME

Action:

Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME

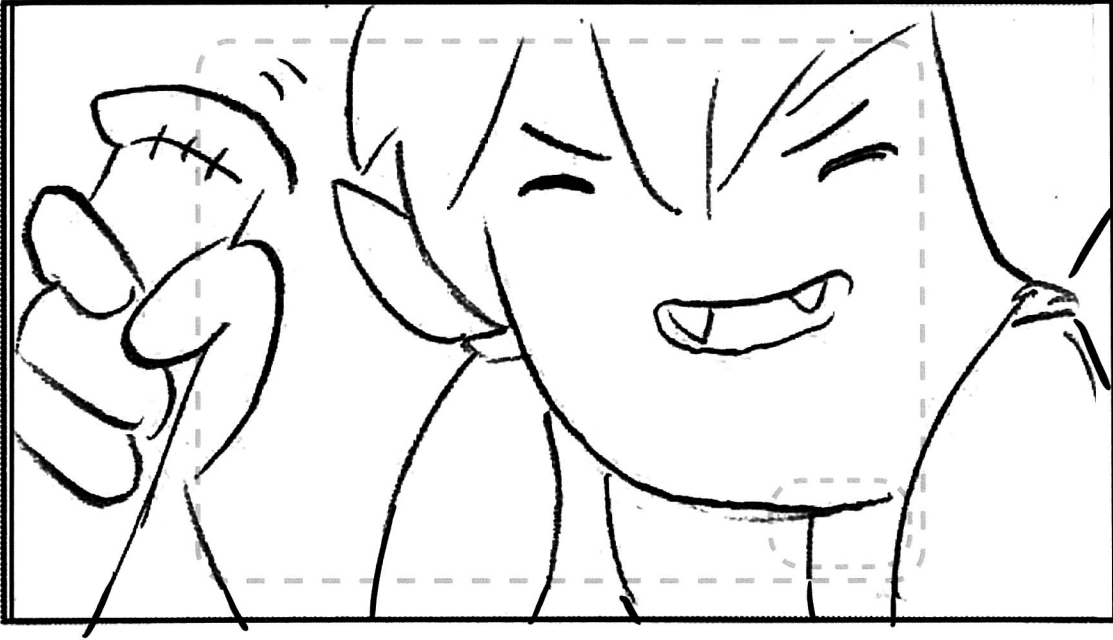


Sc. 143

Pnl. B

Bg.

day night

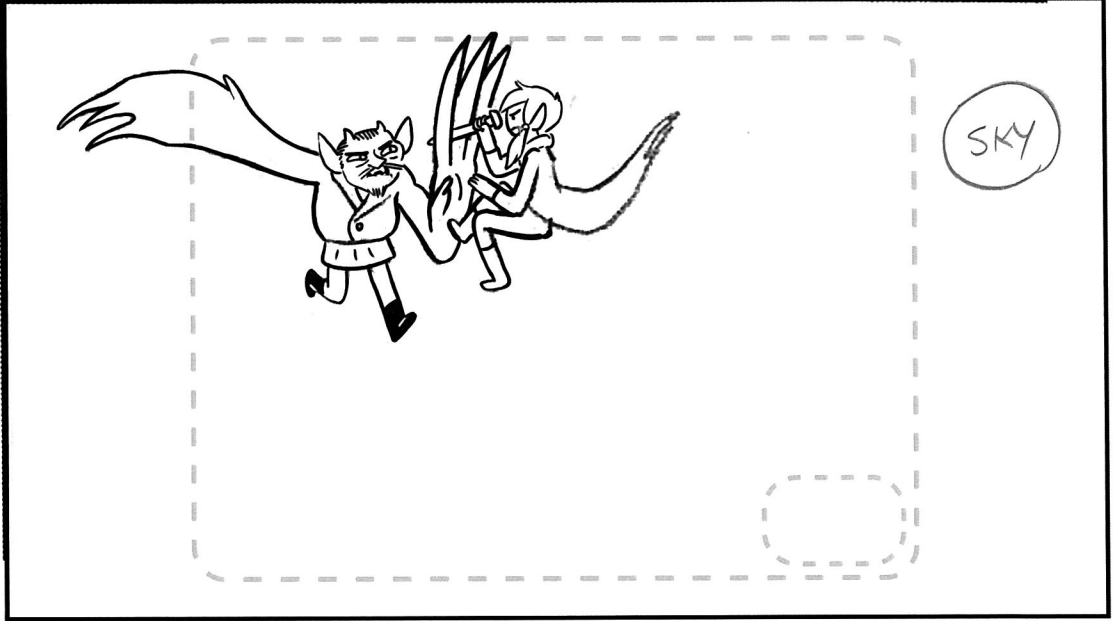


Sc. 144

Pnl. A

Bg.

day night



Dialog:	M: AND ONCE I STAKE & GANK YOUR SHAPESHIFTING POWER	M: ^(BRO-LIKE) I'LL BE UNSTOPPA B L L L E.
Action:		
Timing:		

1034-213

EPISODE #

Production:

ADVENTURE TIME



Page 214

Sc. 144

Pnl. **B**

Bg.

day night



Sc. 144

Pnl. **C**

Bg.

day night



Dialog:

SFX: X SHING

Action:

- FLURRY of STRIKES,
REALLY FAST.

CYCLE:
①, ②, ①, ② ect.

Timing:



EPISODE # 1034-213

Production:

ADVENTURE TIME

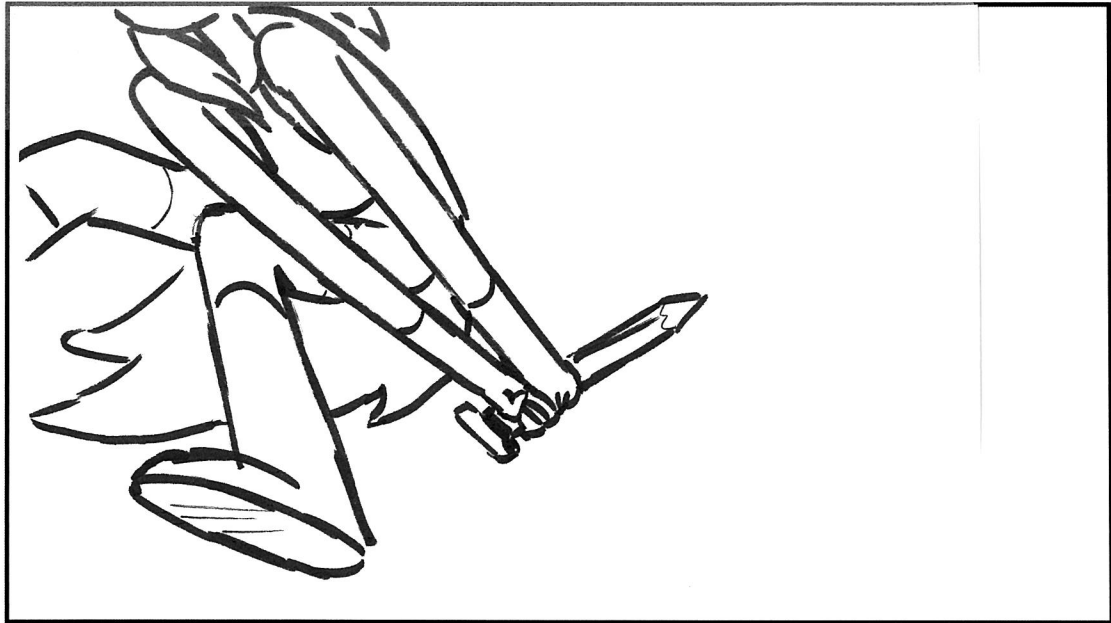


Sc. 145

Pnl. A

Bg.

day night



Sc. 145

Pnl. B

Bg.

day night



Dialog:	M: HA!
Action:	- M. RETREATS BACK
Timing:	

1034-213
EPISODE #
Production:

ADVENTURE TIME



Sc. 145

Pnl. C

Bg.

day night

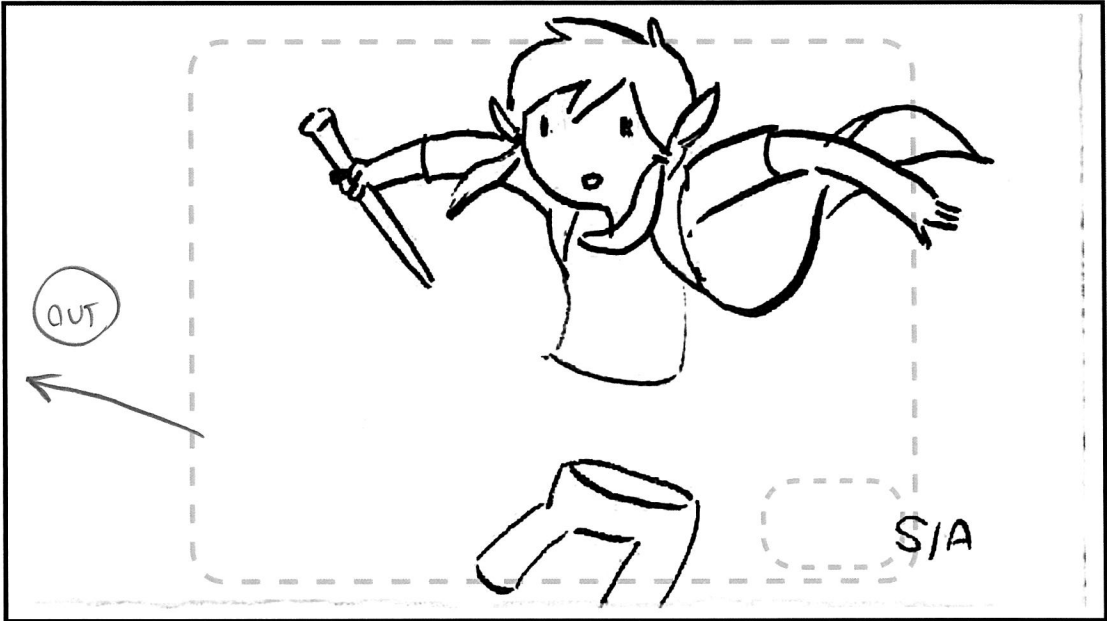


Sc. 145

Pnl. D

Bg.

day night



<p>Dialog:</p> <p><u>SFX: * CHOP!!! *</u></p>
<p>Action:</p> <p>- M. IS NEATLY BISECTED BY HIEROPHANT'S CLAW.</p> <p>- HALVES FLOAT FOR A BEAT</p>
<p>Timing:</p>

EPISODE # 1034-213

Production:

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ADVENTURE TIME



Sc. 145

Pnl. E

Bg.

day night

Sc. 145

Pnl. F

Bg.

day night

Dialog:	<div><div><div>M: (MOCK SURPRISE) OHHH?</div><div>SFX: * SPLKK</div></div><div><div>M: YOU LIKE DAT.</div><div>SFX: * PAT - PAT *</div></div></div>	
Action:	<div>-M. JOINS BACK TOGETHER</div> <div>-M PATS HER TUMMY.</div>	<div>CYCLE ①,② ①,②</div>
Timing:	+ PAT POSE FOR CYCLE	

ADVENTURE TIME




Sc. 146

Pnl. A

Bg.

day night



Sc. 146

Pnl. B

Bg.

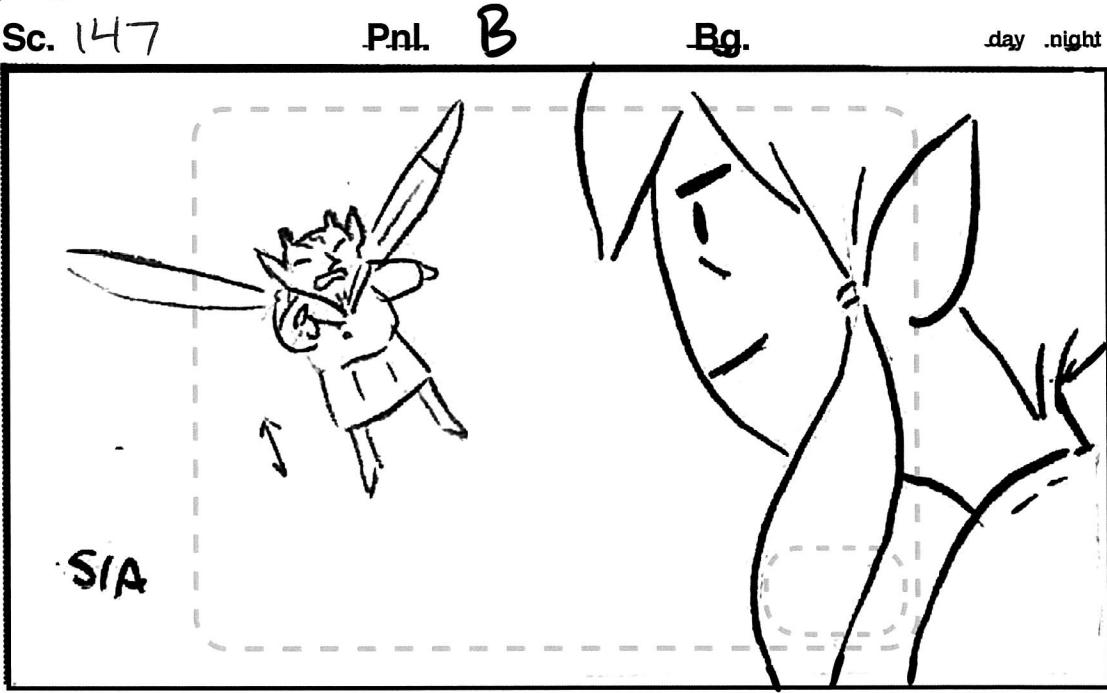
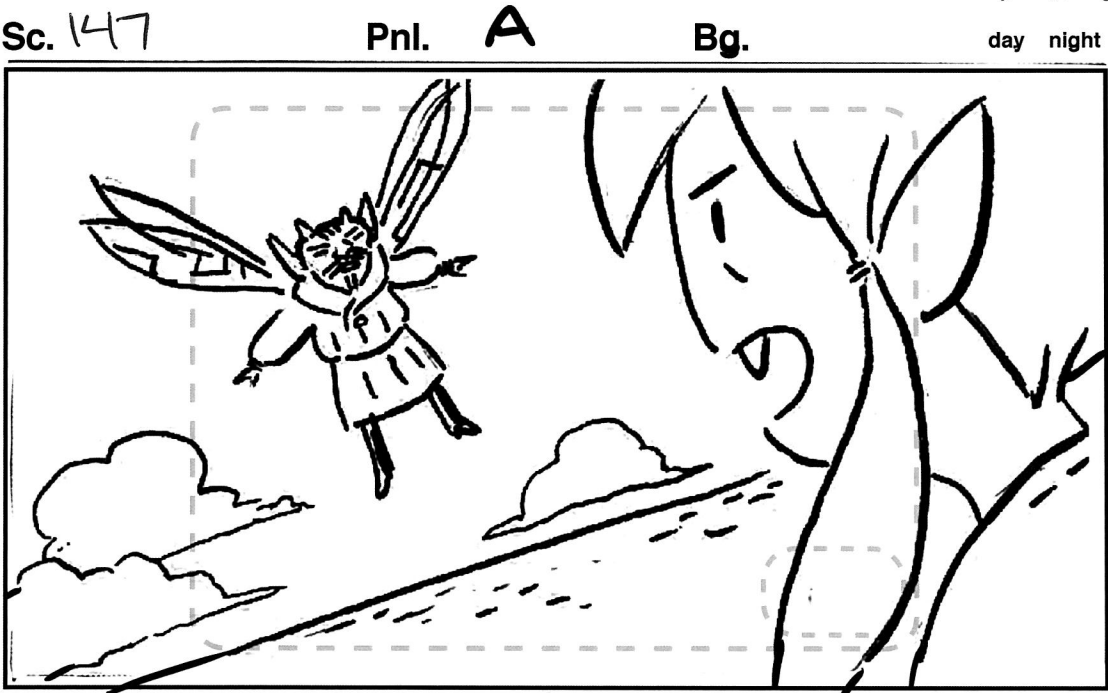
day night

SIA



Dialog:	<div><div><u>M</u>: I PICKED UP SELF-HEALING POWER LAST MONTH.</div><div><u>M</u>: OFFA' SOME VAMP WITH A HEAD LIKE A GARDEN TROWEL.</div></div>
Action:	
Timing:	

ADVENTURE TIME



Dialog:	<p>H: SO... YOU'VE SLAIN SISTER MOON...</p>	<p>H: YER JUST A HAPA DEMON PUNK.'</p>
Action:		
Timing:		

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 148

Pnl. A

Bg.

day night



Sc. 148

Pnl. B

Bg.

day night



Dialog:

H: RECKLESS,
ARROGANT--

H: BLIND TO THE PRICE YOU
MUST PAY FOR SUCH POWER S.. .

Action:

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 149

Pnl. A

Bg.

day night



Sc. 149

Pnl. B

Bg.

day night



Dialog:	. . . M: (BELA LUGOSI-LIKE) BLUH! I DON'T <u>CARE</u> .
Action:	
Timing:	

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 150

Pnl. A

Bg.

day night



Sc. 150

Pnl. B

Bg.

day night



Dialog:

Action:

+H/U SNAKE FORMING

Timing:



Sfx: HSSS

- H. SHOOTS HAND FORWARD.

ADVENTURE TIME

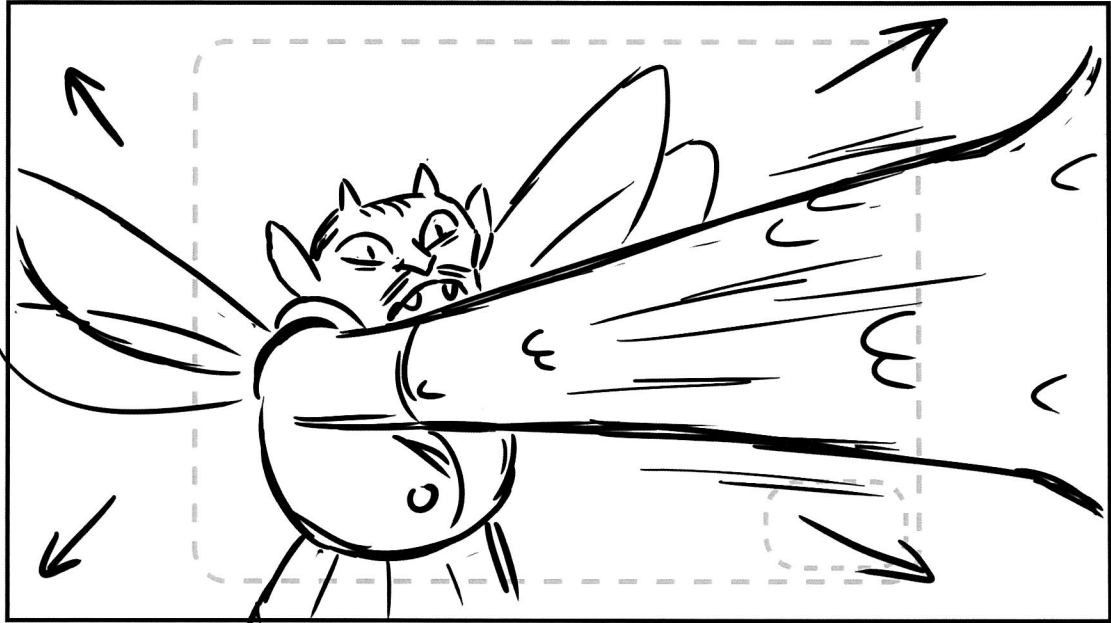


Sc. 150

Pnl. C

Bg.

day night

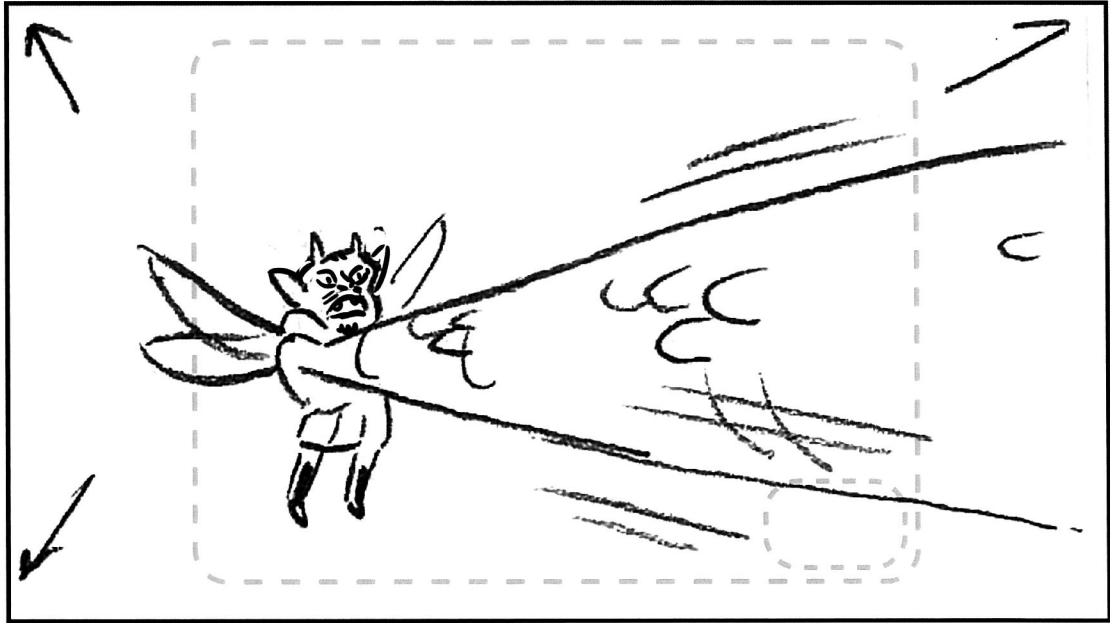


Sc. 150

Pnl. D

Bg.

day night



Dialog:
Action: - SNAKE ARM BARRELS OFF/S LIKE A TRAIN. - TRUCK OUT
Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME



Page 224

Sc. 151

Pnl. A

Bg.

day night

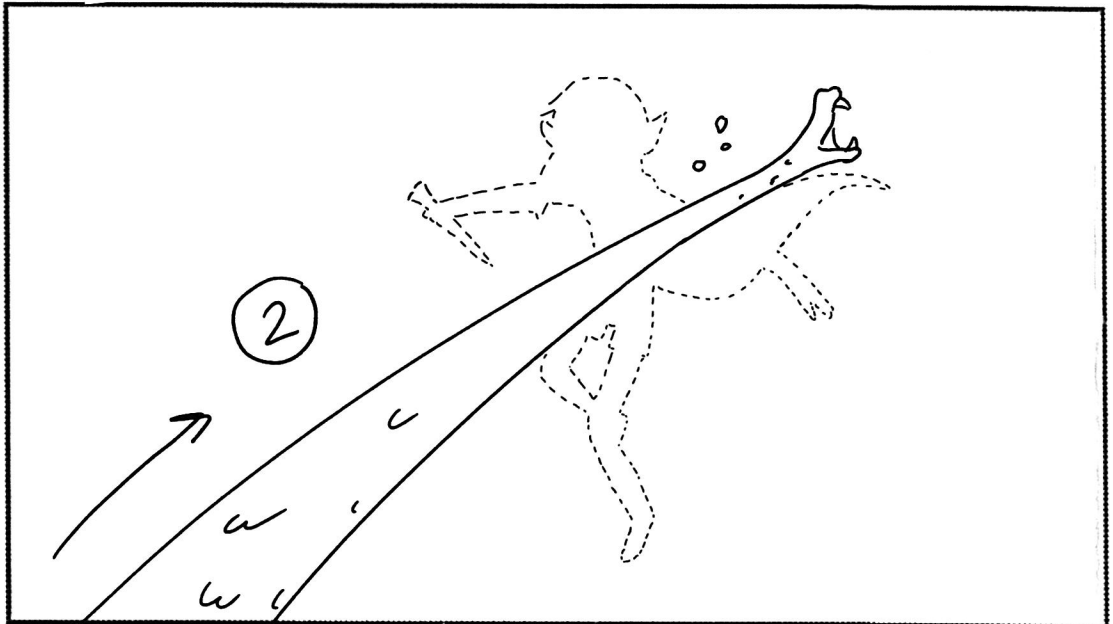


Sc. 151

Pnl. B

Bg.

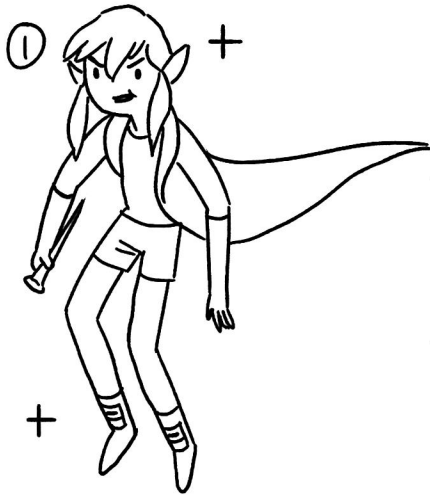
day night



Dialog:

Action:

Timing:



SFX: SHKK!

-M. VANISHES, SNAKE NICKS HER SHOULDER



EPISODE # 1034-213

ADVENTURE TIME



Sc. 152

Pnl. A

Bq.

day night



Sc. 152

Pnl. B

Bq.

day night



Dialog:	
<u>H:</u> (LOSING IT) RGH SHOW YOURSELF!	<u>M:</u> OK
Action:	- MARCY IN
Timing:	

1034-213

EPISODE #

Production:

ADVENTURE TIME



Page 226

Sc. 152

Pnl. C

Bg.

day night



Sc. 152

Pnl. D

Bg.

day night



Dialog:

M: WAH WAH.

SFX: PFFT!

Action:

- TRUCK OUT WITH
ACTION

- HIEROPHANT EXPLODES INTO GLITTER.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 152

Pnl. E

Bg.

day night



Sc. 152

Pnl. F

Bg.

..... day night



Dialog:

M: [INHALE]

Action:

- CLOUD OF GLITTER GLOWS.

- M. SUCKS IN GLITTER CLOUD.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 152 Pnl. G Bq. _____ day night Sc. 153 Pnl. A Bg. _____ day night



Dialog:	M: [GULP]	
Action:		
Timing:		

1034-213
EPISODE #
Production:

ADVENTURE TIME



Page 229

Sc. 153

Pnl. B

Bg.

day night

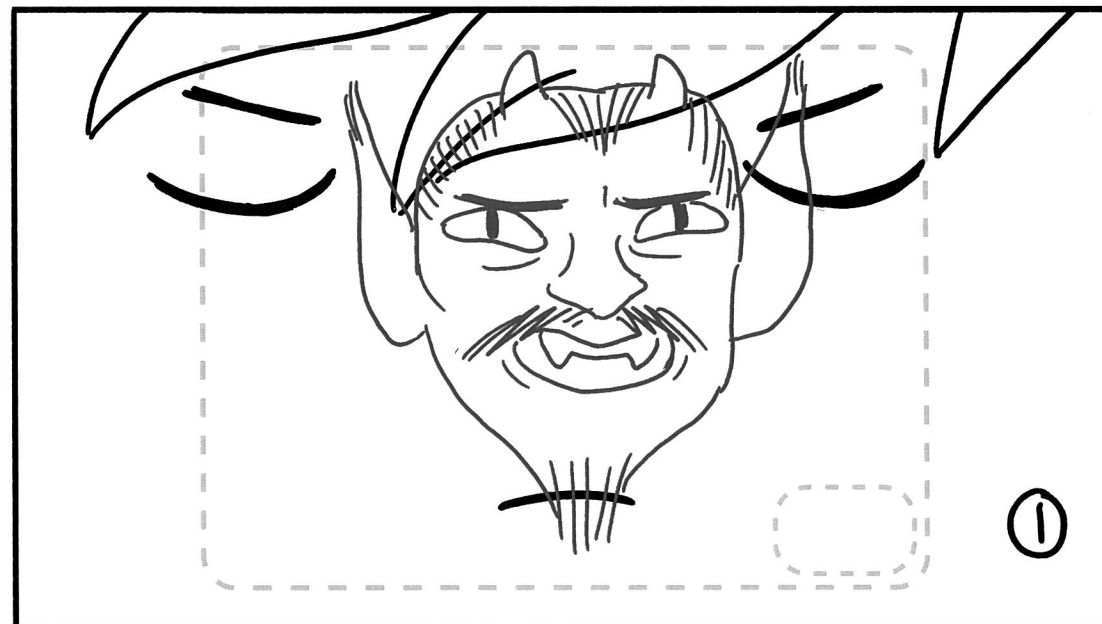


Sc. 153

Pnl. C

Bg.

day night



Dialog:

HIEROPHANT : [CHUCKLING]

Action:

- M. FEELS THE POWER OF HIEROPHANT RUSH THROUGH HER.
- TRANSLUCENT CHUCKLING FOOL FADES IN

Timing:

AS HE GROWS QUICKLY LARGER, THEN FADES OUT.



EPISODE #

1034-213

Production:

ADVENTURE TIME



Sc. 154

Pnl. A

Bg.

day night



Sc. 154

Pnl. B

Bg.

day night



Dialog:

M: KA-CHING.

Action:

- M. SHAPESHIFTS HAND INTO CLAW.

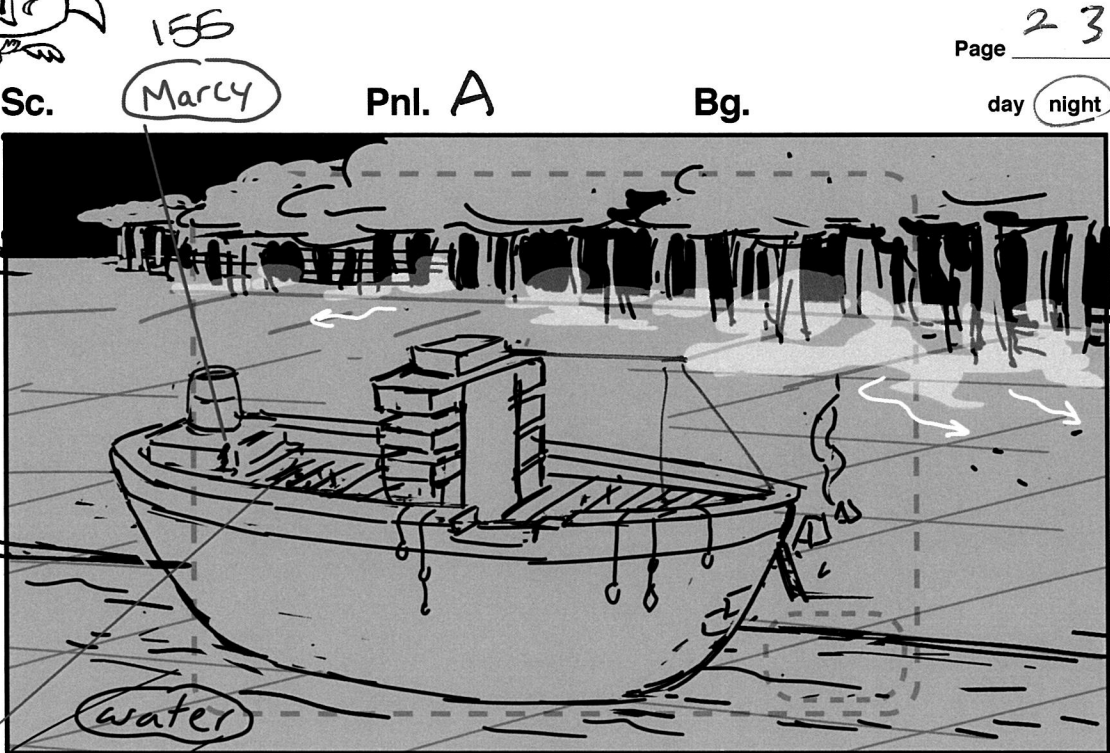
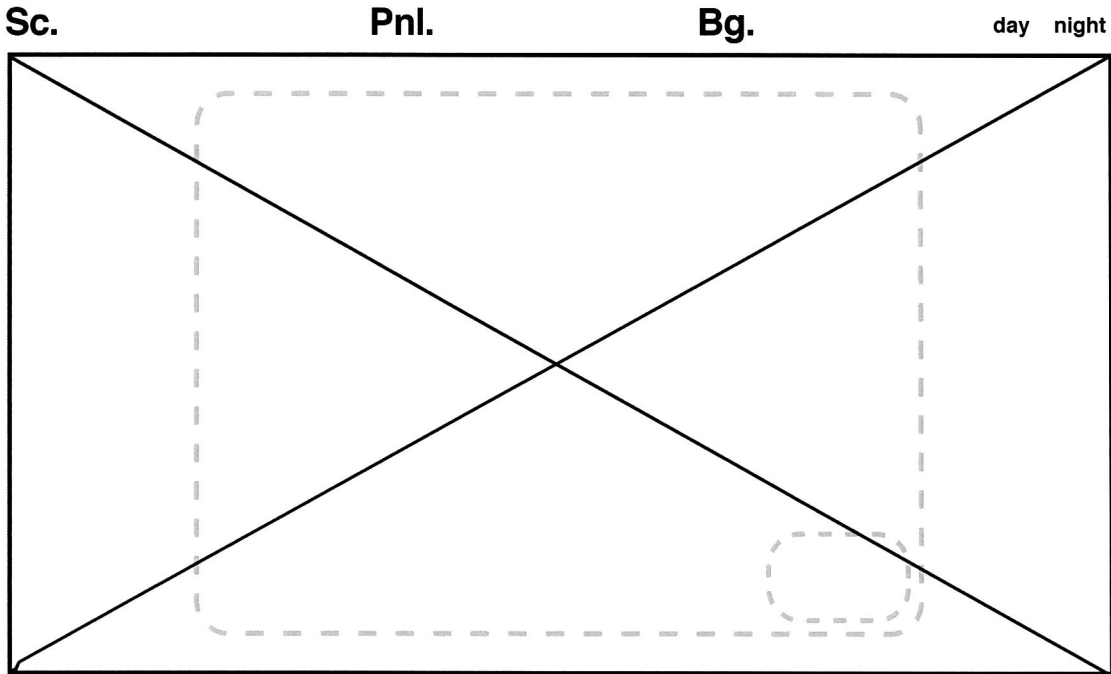
Timing:



EPISODE # 1034-213

Production:

ADVENTURE TIME



Dialog:	TT & others
Action:	
Timing:	

- mist coming out of woods

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 156

Pnl. A

Bq.

day night



Sc. 156

Pnl. B

Bq.

day night



Dialog:	
Action:	- SKY DARKENS TO BLACK (COMPLETELY)
Timing:	

EPISODE # 1034-213

Production:

ADVENTURE TIME



Page 233

Sc. 156

Pnl. C

Bg.

day night

Sc. 156

Pnl. D

Bg.

day night



Díalog:

SFX * BWOM ! *

VAMPIRE KING :

(ECHOING)

MARCELINE

Action:

- SKY GOES BLACK.

- M. HEARS VOICE IN HER HEAD.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Page 234

Sc. 156

Pnl. E

Bg.

day night



Sc. 156

Pnl. F

Bg.

day night



Dialog:

M: WHU - OH JEEZ.

Action:

-VOID BG FADES BACK TO SKY.

Timing:

EPISODE # **1034-213**

Production:

ADVENTURE TIME

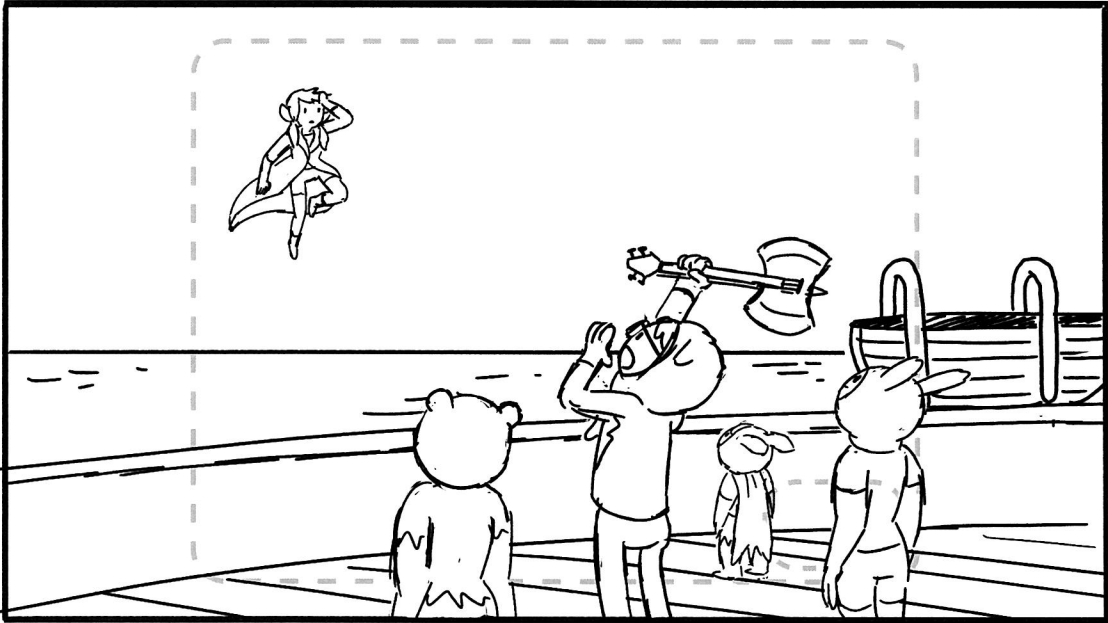


Sc. 157

Pnl. A

Bg.

day night

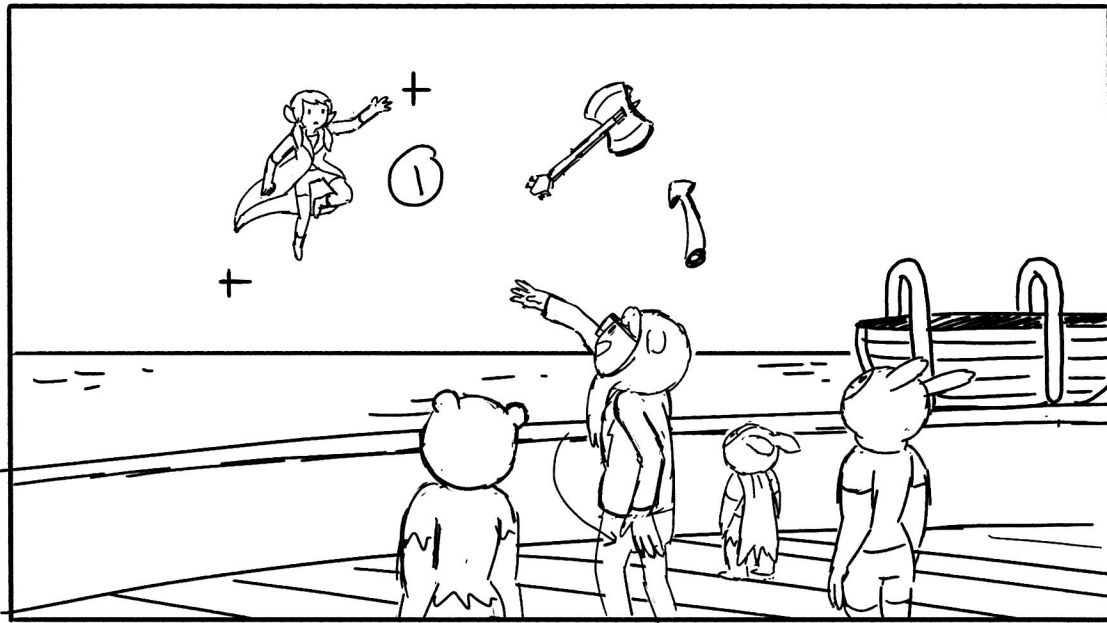


Sc. 157

Pnl. B

Bg.

day night



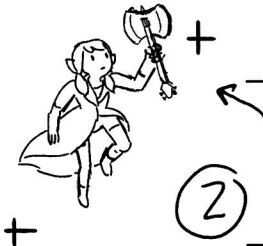
Dialog:

II: MARCELINE!
LET ME AXE
YOU SOMETHING

Action:

Timing:

II: YOU GET IT ?



EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 158

Pnl. A

Bg.

day night



Sc. 158

Pnl. B

Bg.

day night



Dialog:	<p><u>M</u>: YOU HAVE TO LEAVE, TOM.</p>
Action:	
Timing:	

EPISODE # 1034-213

Production:

ADVENTURE TIME

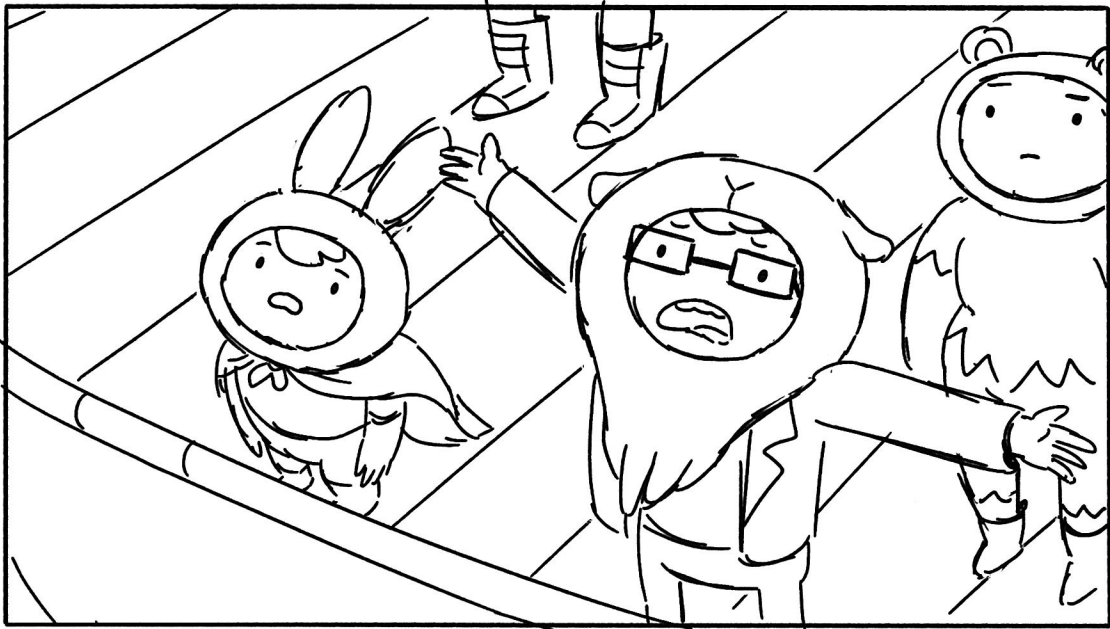


Sc. 159

Pnl. A

Bg.

day night



Sc. 160

Pnl. A

Bg.

day night



Dialog:	<p><u>T</u>: BUT-BUT THE BOAT'S NOT READY.</p>	<p><u>M</u>: NO DUDE. YOU HAVE TO LEAVE --</p>
Action:	<p><u>ALT</u> I DIDN'T THINK IT WAS THAT BAD.</p>	
Timing:		

ADVENTURE TIME



Sc. 160

Pnl. B

Bg.

day night

Sc.

Pnl.

Bq.

START

STOP

1034-213

EPISODE #

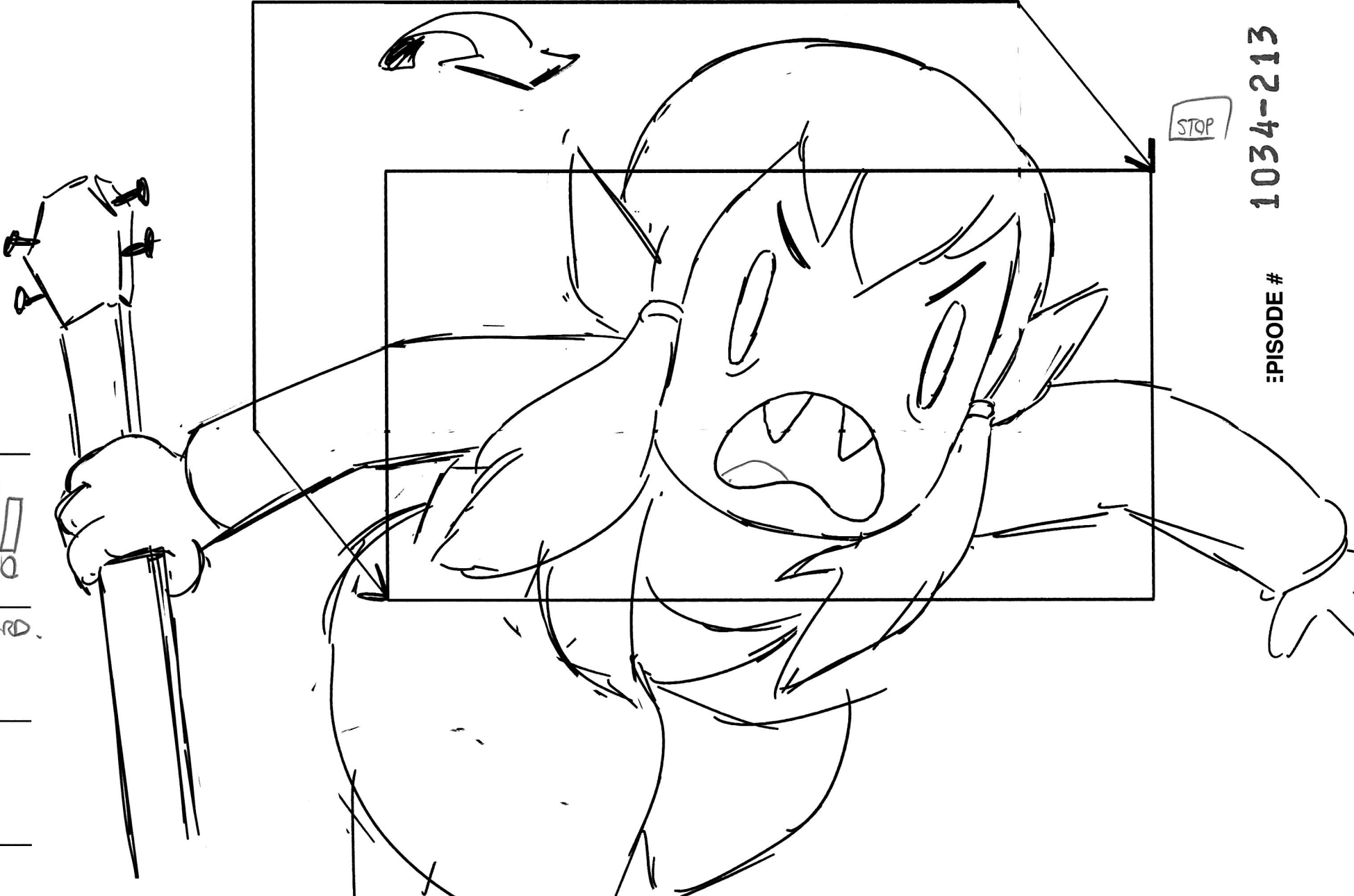
Dialog:

M: **NOW!**

Action:

-M, LUNGES FORWARD.
-CAM ADJ

Timing:



ADVENTURE TIME

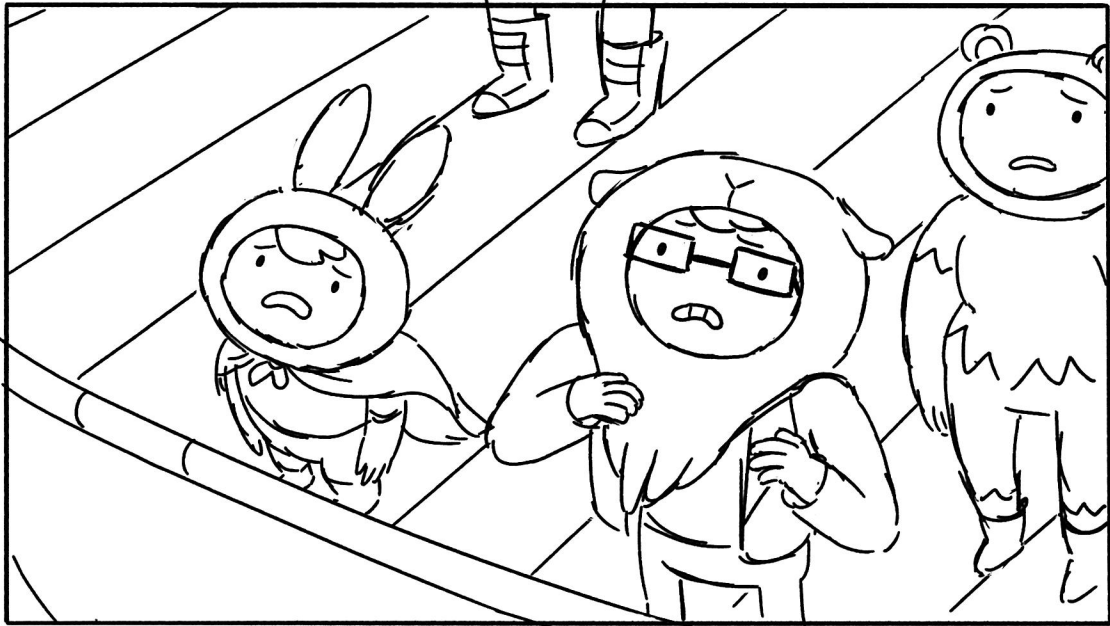


Sc. 161

Pnl. A

Bg.

day night



Sc. 162

Pnl. A

Bg.

day night



Dialog:

II: YEEE!

M: HE'S HERE...

Action:

-M. LOOKS UP.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 163

Pnl. A

Bg.

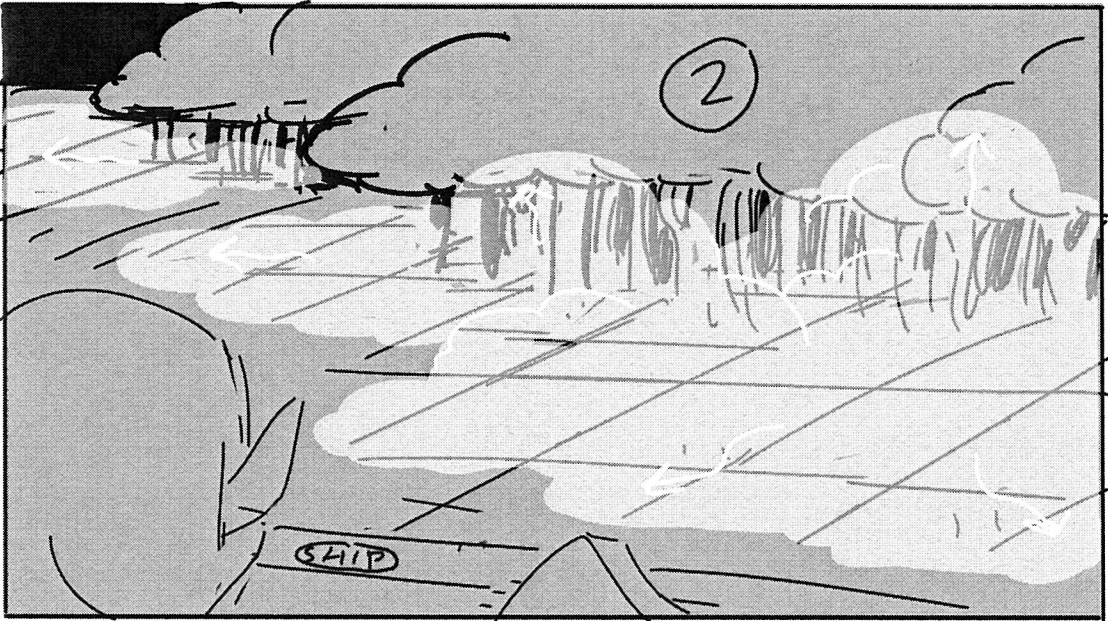
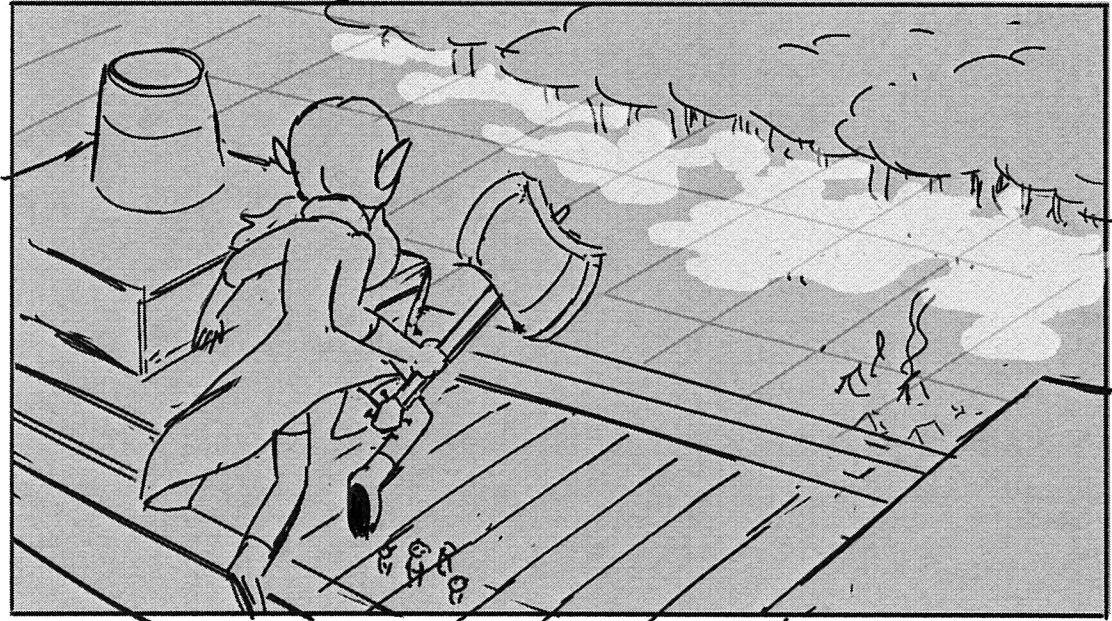
day night

Sc. 163

Pnl. B

Bg.

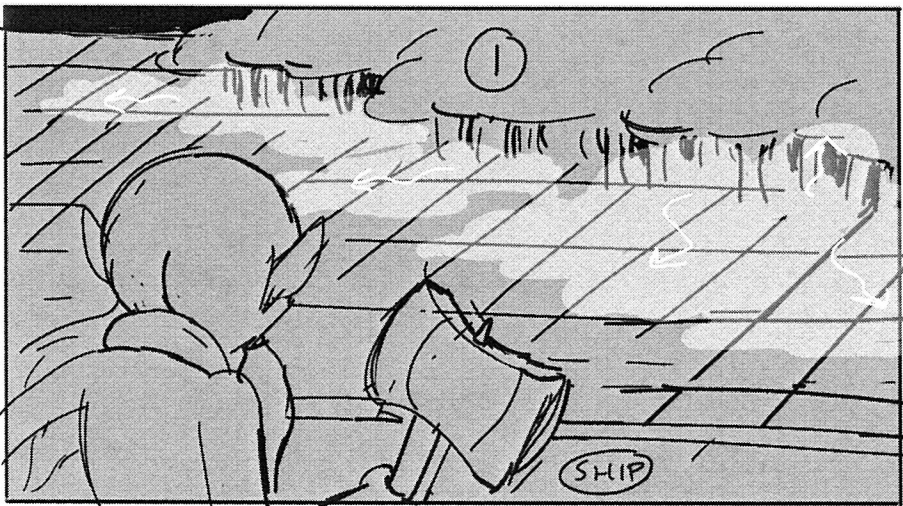
day night



Dialog: M: THE BOSS CHEESE...

Action: -ANIMATED CAM MOVE

Timing: inbetween →
(animate through)



M:^(or S) THE WORST OF THEM ALL.

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 164

Pnl. A

Bq.

day night

Sc. 164

Pnl. B

Bg.

day night

Dialog:	<u>M</u> : (o/s) THE VAMPIRE KING.
Action:	-SILHOUETTE OF VK APPEARS IN MIST (DETAILS SHOULDN'T BE CLEAR)
Timing:	

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 164

Pnl. C

Bg.

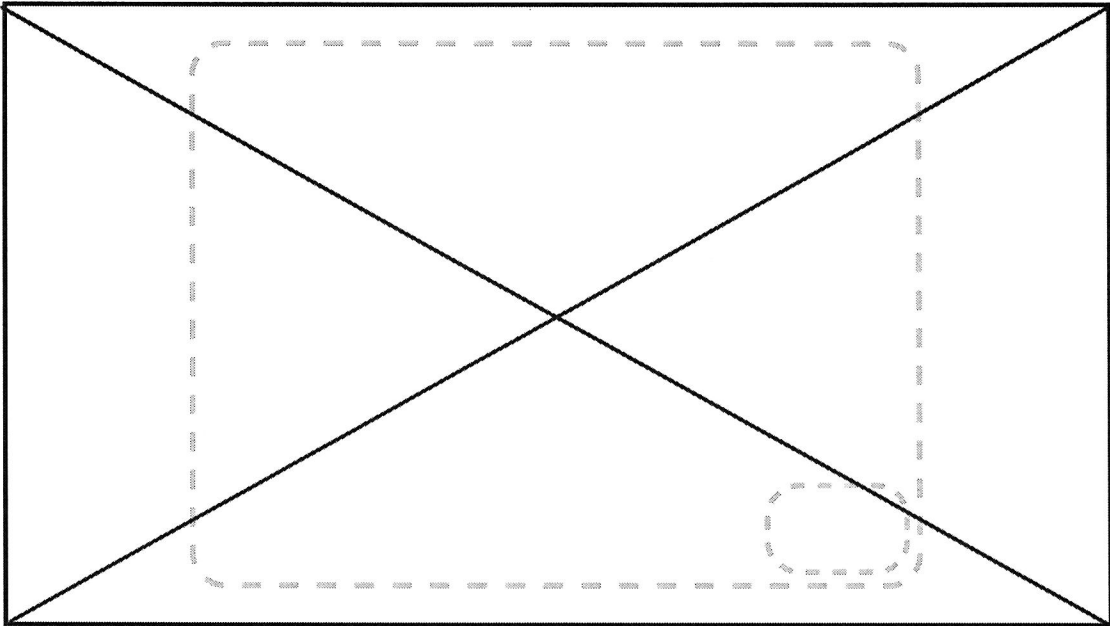
day night

Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME



Sc. 165

Pnl. A

Bg.

day night



Sc. 165

Pnl. B

Bg.

day night



Dialog: M: AIEEE ————— WHAT.

Action: - SCREAM DIES OUT - M OPENS EYES
- FADE IN. BACK AT WINDMILL.

Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME

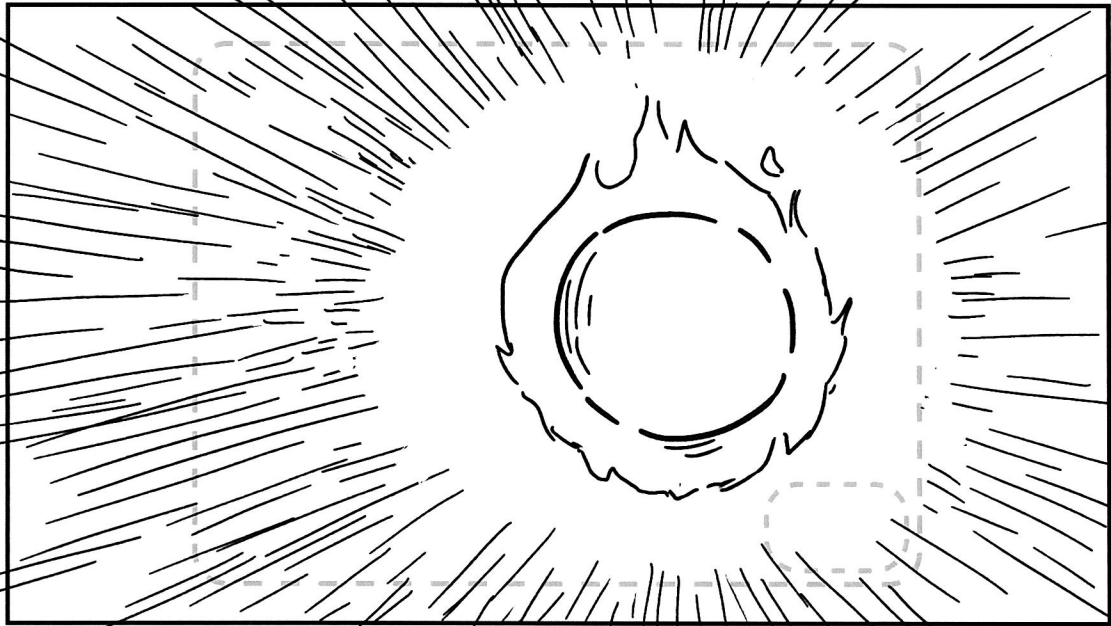


Sc. 166

Pnl. A

Bg.

day night

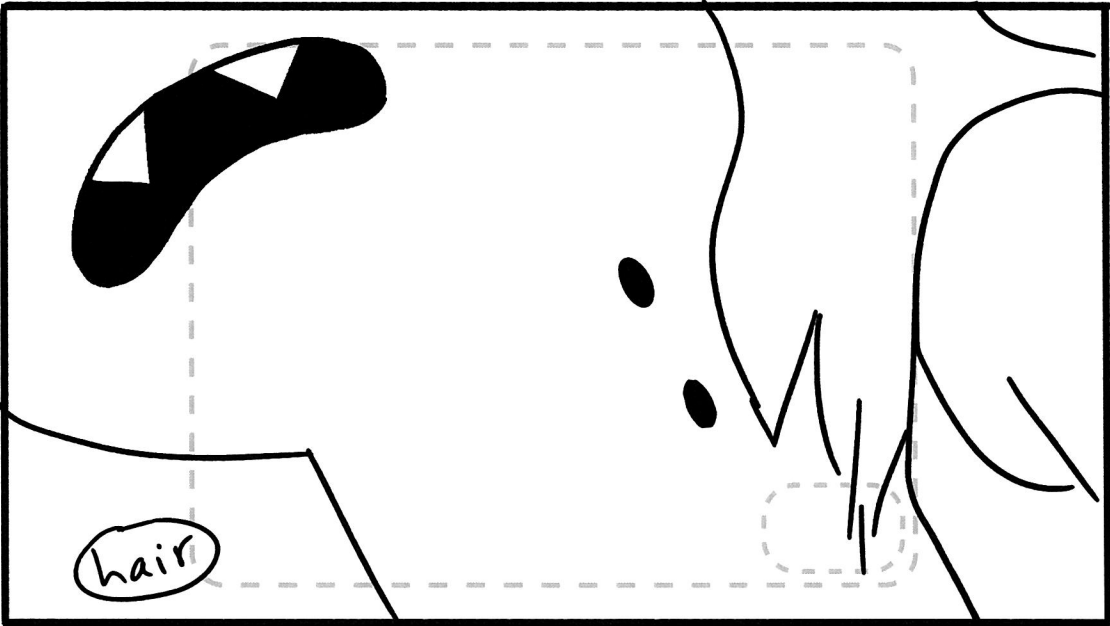


Sc. 167

Pnl. A

Bg.

day night



Dialog:
Action: -SUN BLAZING IN THE SKY. (REF. TO 'GREAT BIRD MAN' SUN)
Timing:

ADVENTURE TIME

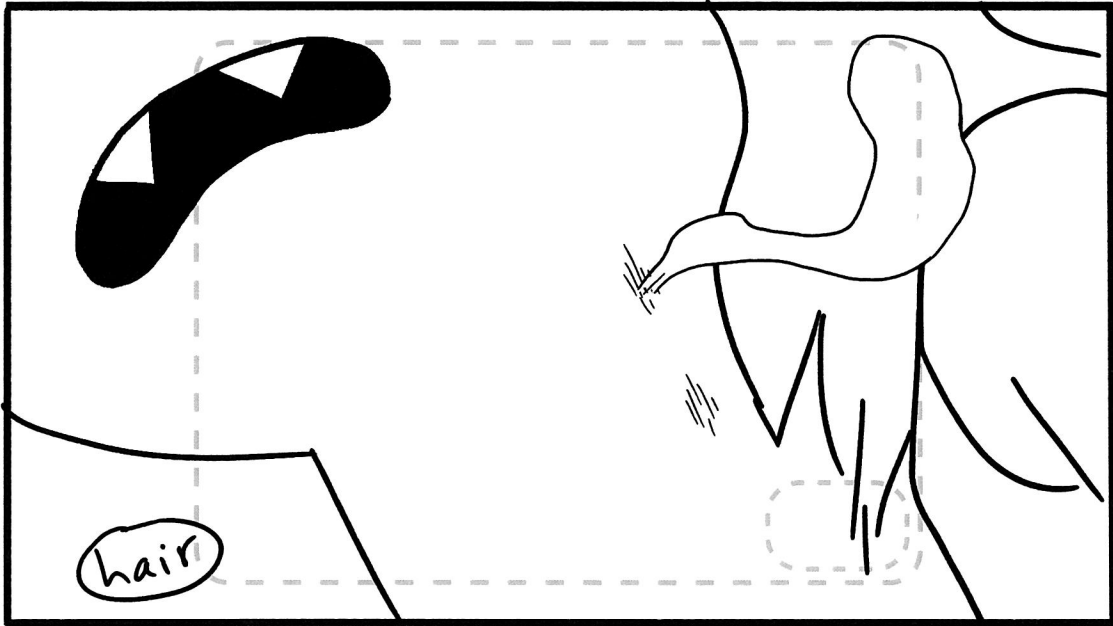


Sc. 167

Pnl. B

Bg.

day night

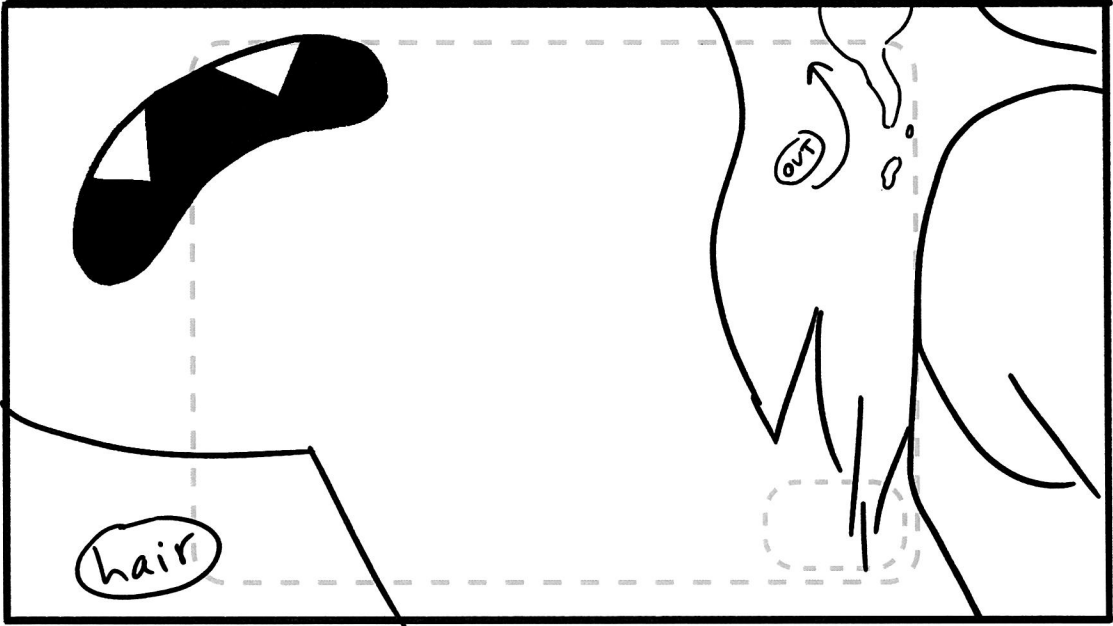


Sc. 167

Pnl. C

Bg.

day night



Dialog:

SFX:
SSS

Action:

- HOLES FADE OFF / SMOKE

Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME

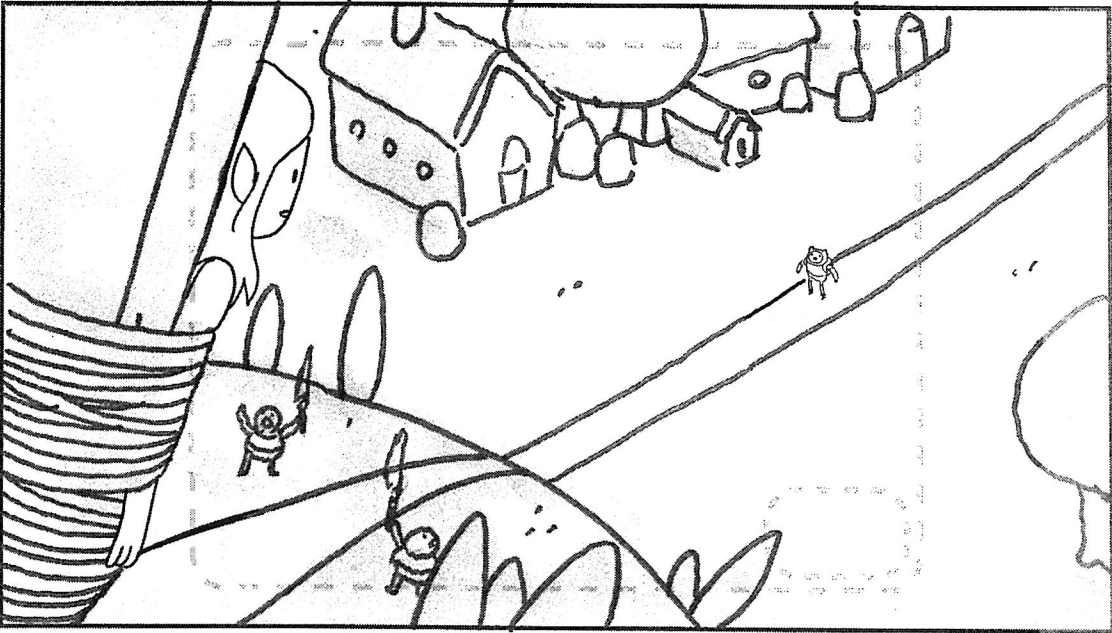


Sc. 168

Pnl. A

Bg.

day night

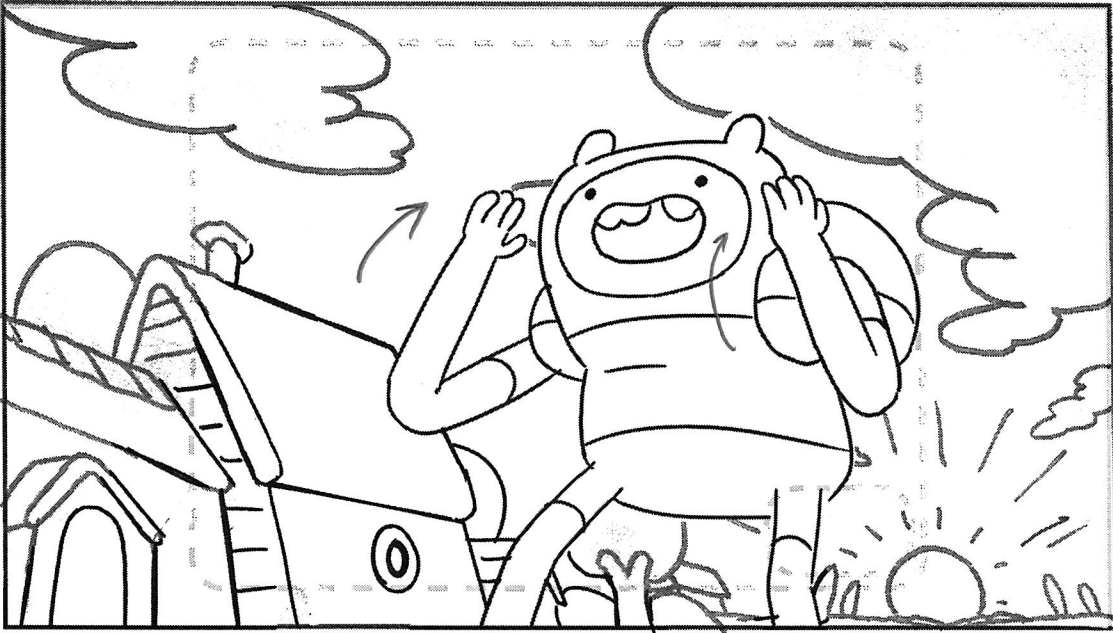


Sc. 169

Pnl. A

Bg.

day night



Dialog:	F: MARCELINE!	F: YOU'RE NOT DEAD! WOO!
Action:		
Timing:		

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 170

Pnl. A

Bg.

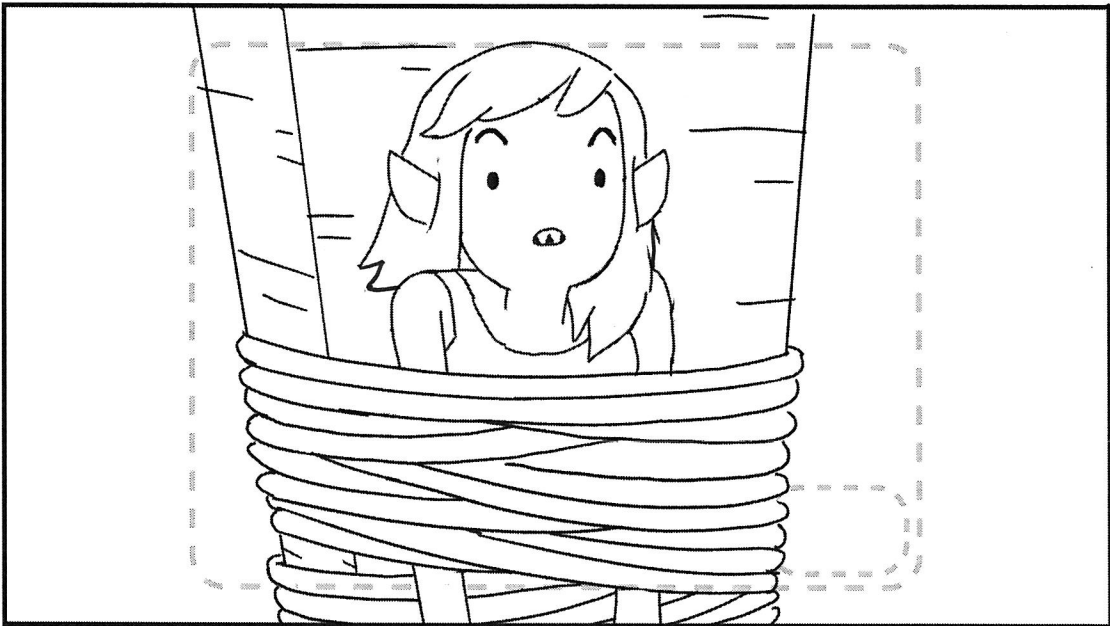
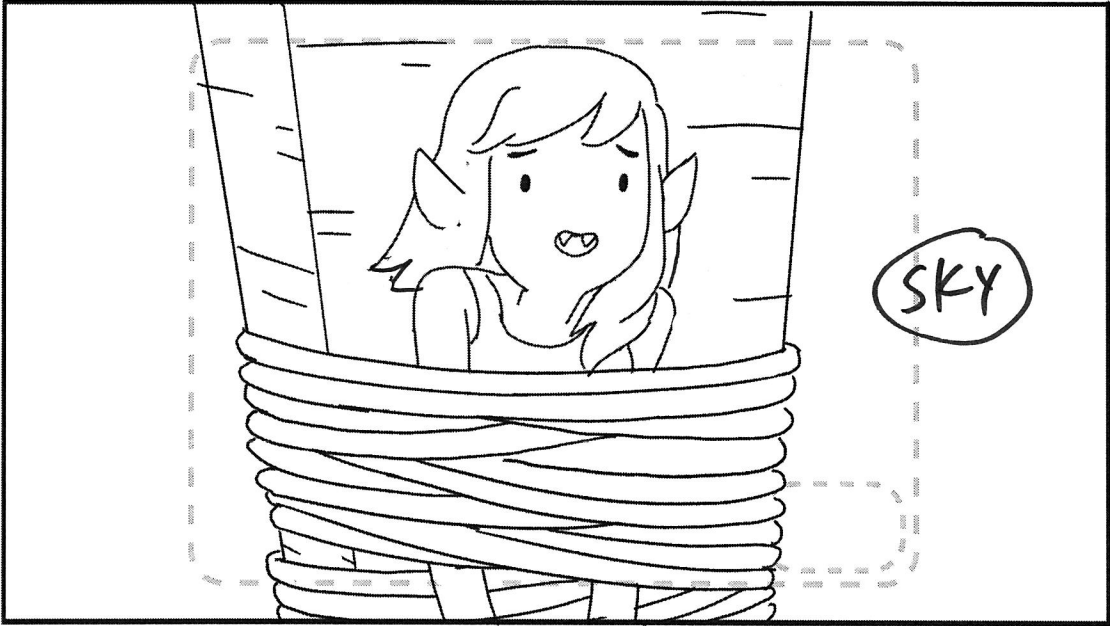
day night

Sc. 170

Pnl. B

Bg.

day night



Dialog:

M: PB'S CURE ... IT
MUST'VE WORKED.

M: NO SOY
VAMPIRE

Action:

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME

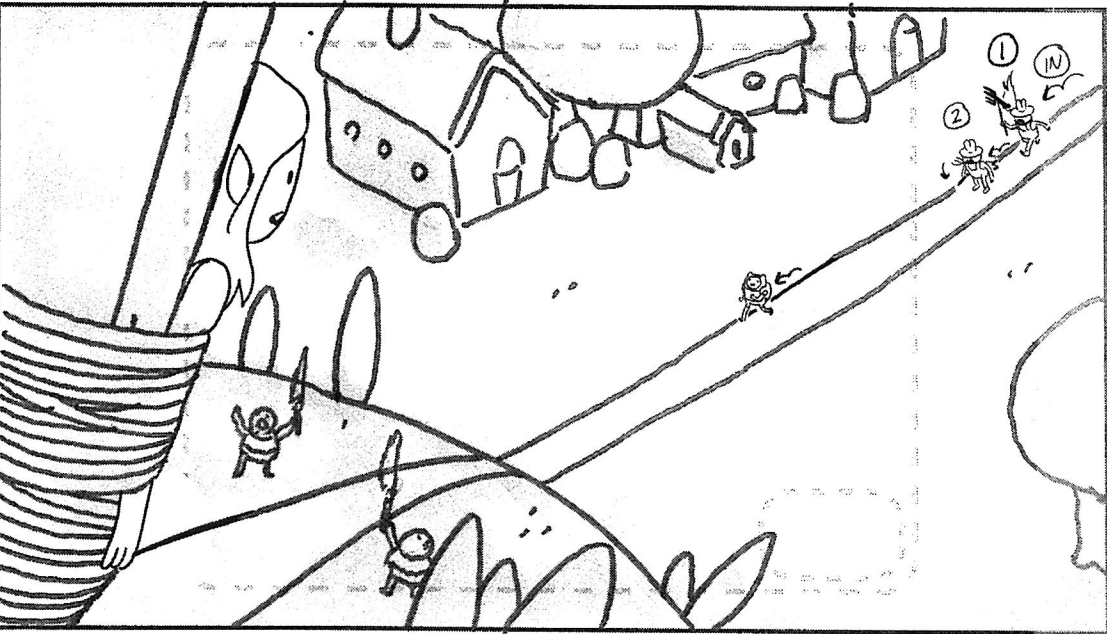


Sc. 171

Pnl. A

Bg.

day night



Sc. 172

Pnl. A

Bg.

day night



Dialog:

M: (MATTER-OF-FACT)
ALSO UNTIE ME PLEASE

CLOUD DANCE: AH MAN -

Action:

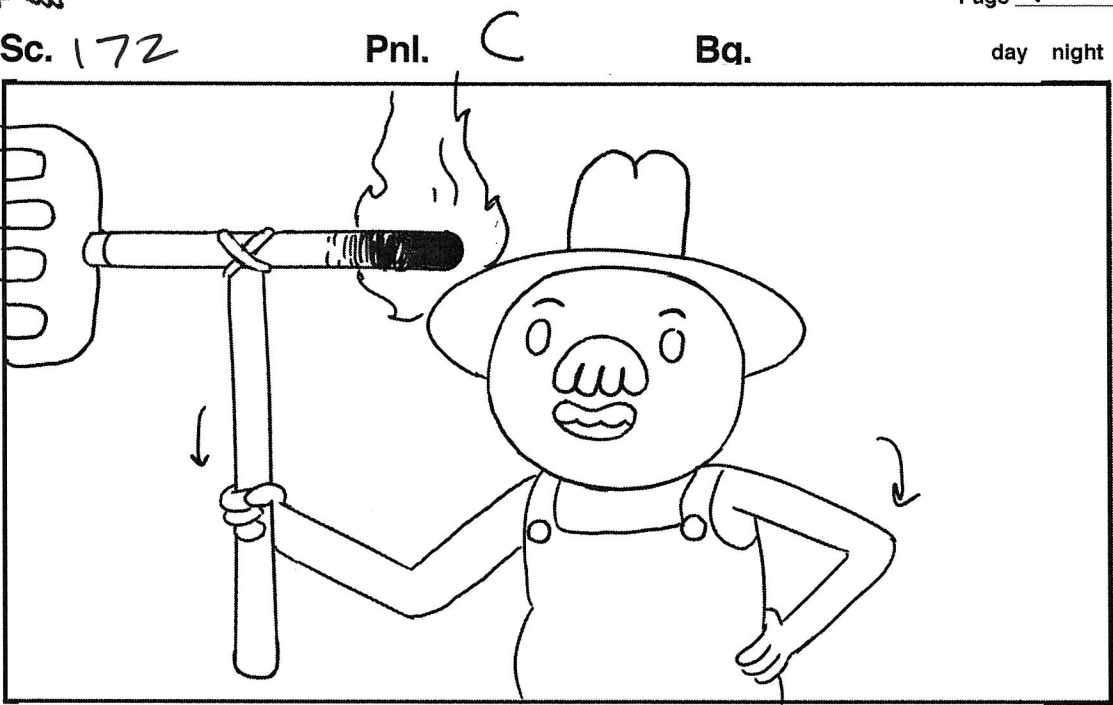
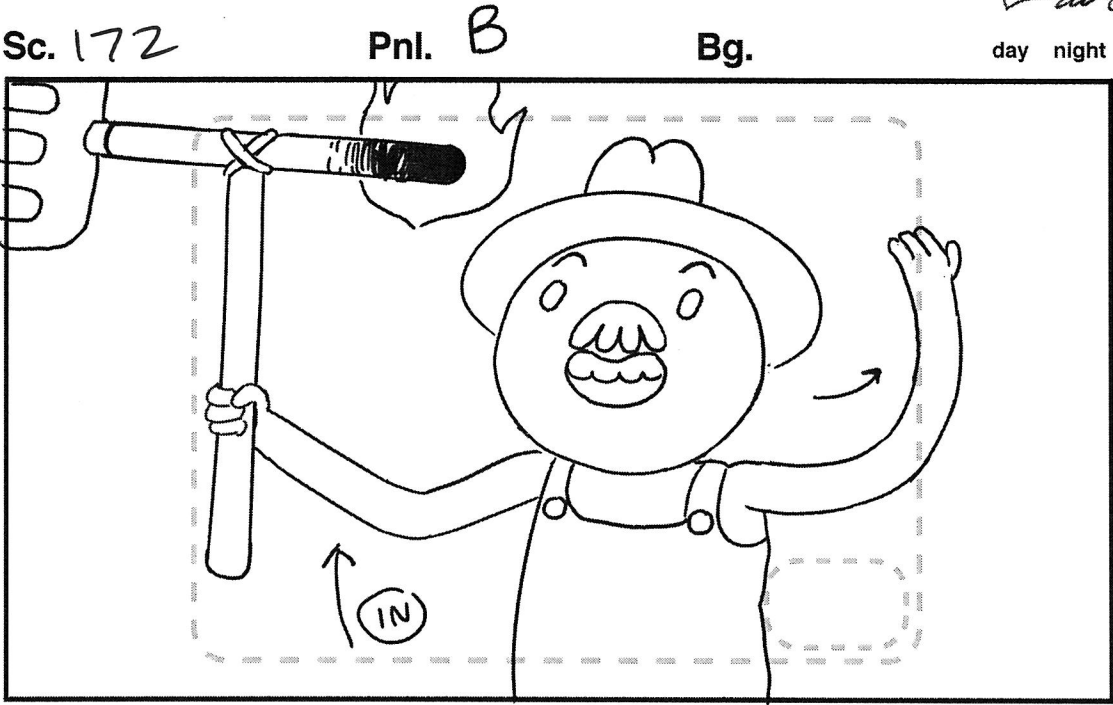
Timing:

1034-213

EPISODE #

Production:

ADVENTURE TIME



Dialog:

CLOUD DANCE : I'M NOT A MURDERER!

CLOUD : I'M SO
DANCE : DANG RELIEVED...

Action:

Timing:

EPISODE # 1034-212

Production:

ADVENTURE TIME



Sc. 172

Pnl. D

Bg.

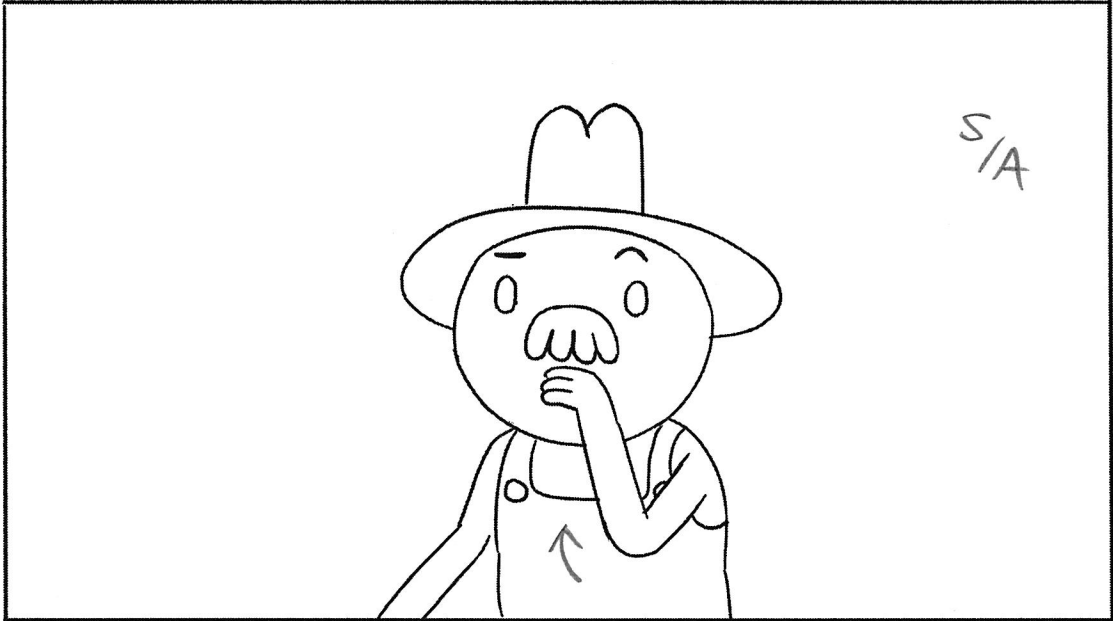
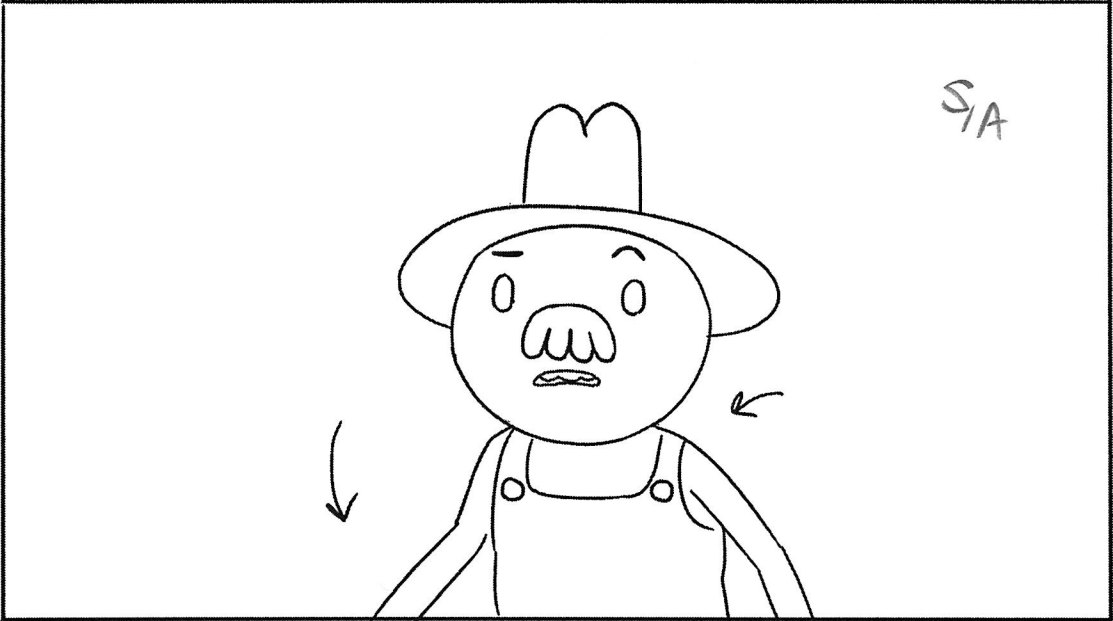
day night

Sc. 172

Pnl. E

Bg.

day night



Dialog:

CD: OKAY BUT WAIT, IF SHE'S
NOT A VAMPIRE ...

Action:

-CD LOWERS PITCHFORK-TORCH COMBO.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 172

Pnl. F

Bg.

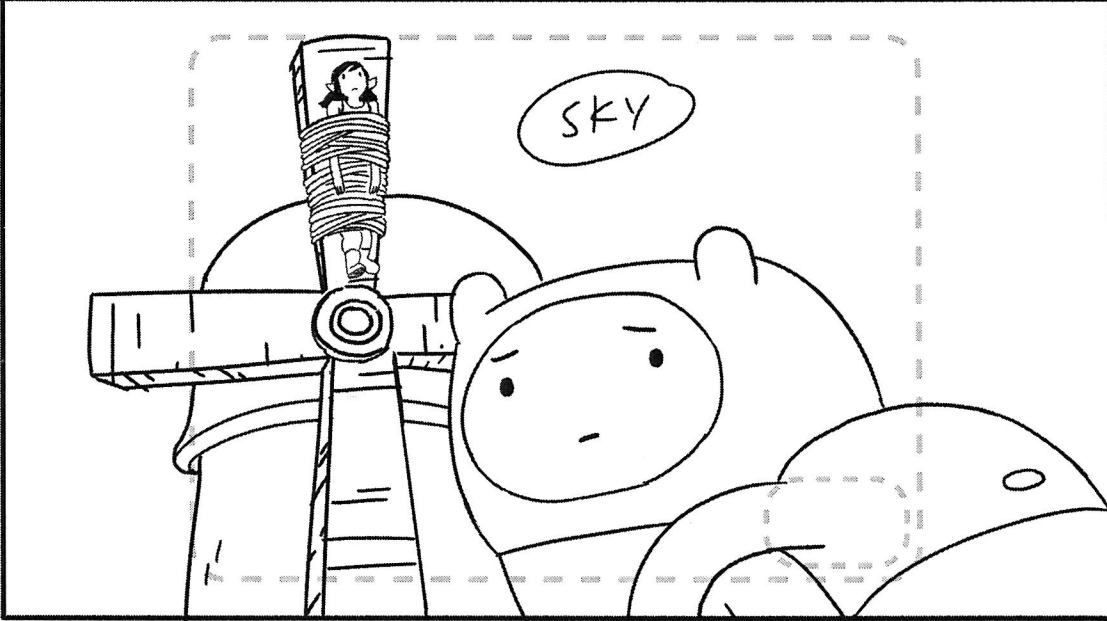
day night

Sc. 173

Pnl. A

Bg.

day night



Dialog:

CD: THEN WHAT'S BEEN
DRAINING OUR COWS?

Action:

- CD SQUINTS.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 174

Pnl. A

Bg.

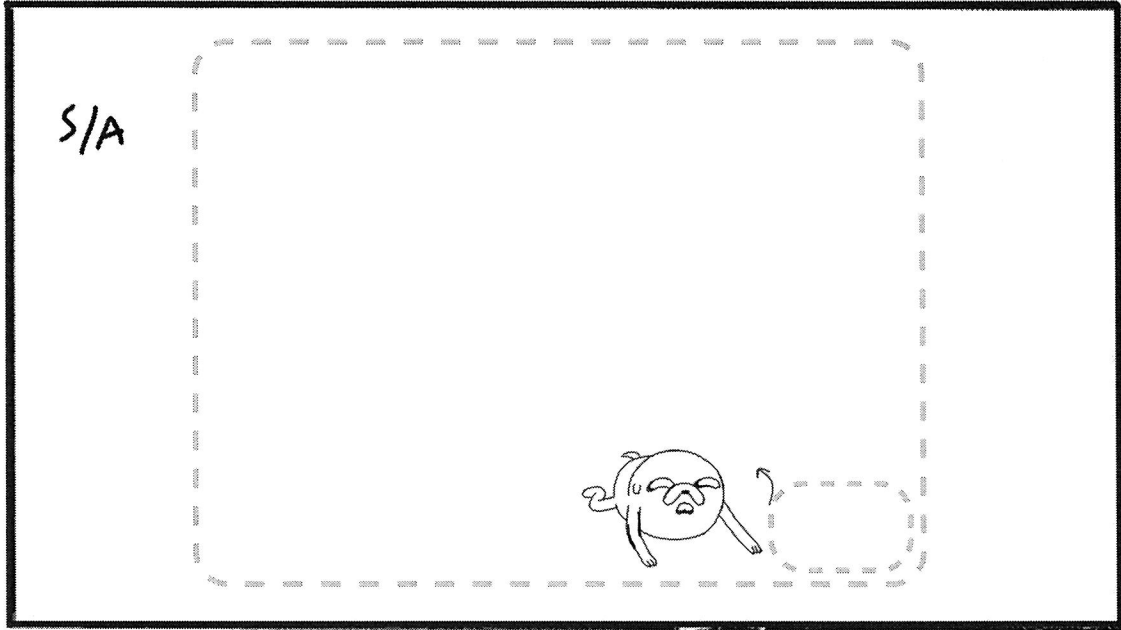
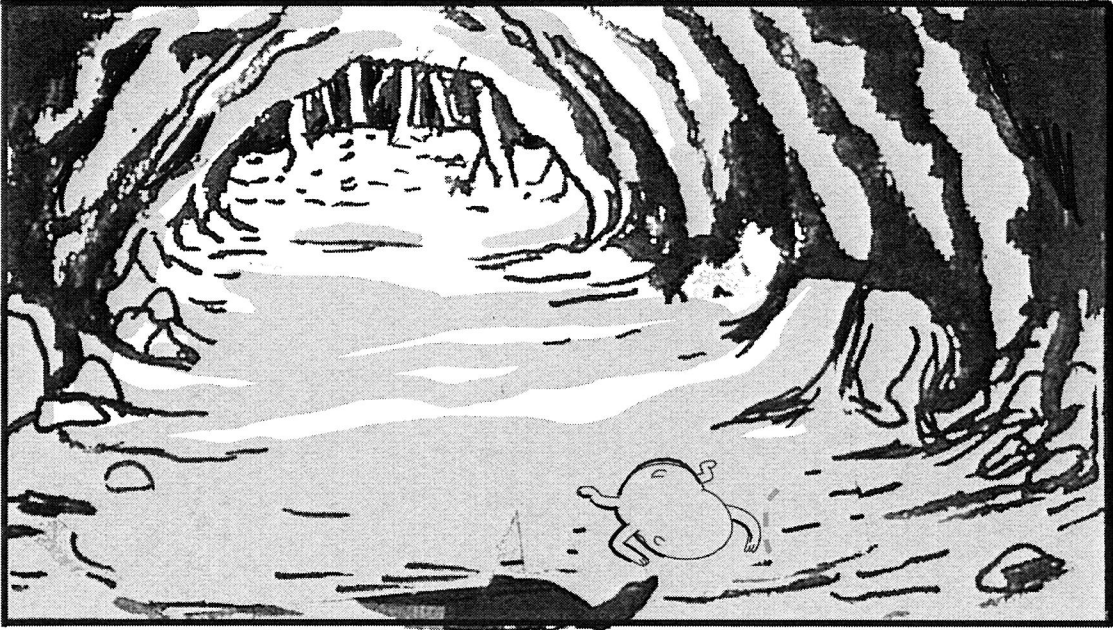
day night

Sc. 174

Pnl. B

Bg.

day night



Dialog:

Action:

~~X~~ DISSOLVE - INT. CAVE FROM PT. 1.
~~X~~ - VAMPIRE ANIMALS GONE

Timing:

J: OUGH...

- J. WAKES UP

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 174

Pnl. C

Bg.

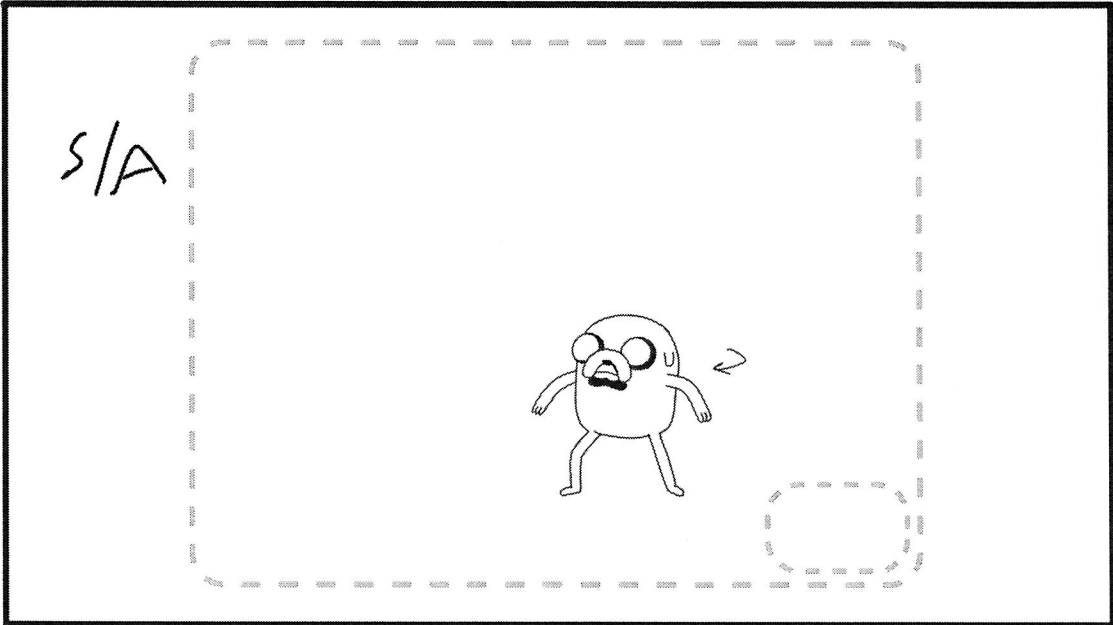
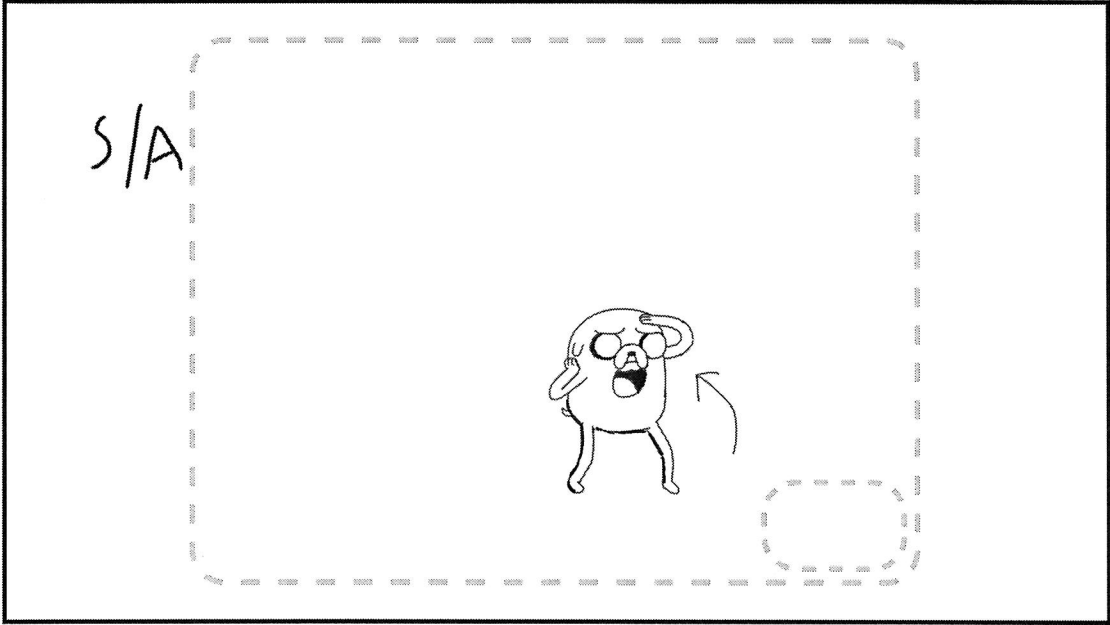
day night

Sc. 174

Pnl. D

Bg.

day night



Dialog:	J: AAH!	J: FINN?
Action:	- J. FEELS HIS NECK.	- J TURNS AND LOOKS TOWARDS CAVE ENTRANCE.
Timing:		

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 175

Pnl. A

Bg.

day night



Sc. 175

Pnl. B

Bg.

day night



Dialog:

Action:

-BLACK GOO SILHOUETTES MUTATE.
-IN SHADED AREA.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 176

Pnl. A

Bg.

day night

Sc. 176

Pnl. B

Bg.

day night

Dialog:

SFX: 1 SP5HHX

Action:

Timing:

J: (o/s) FINN?

- BLACK GOO FORMING TOGETHER INTO H'S BOOT.

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 177

Pnl. A

Bg.

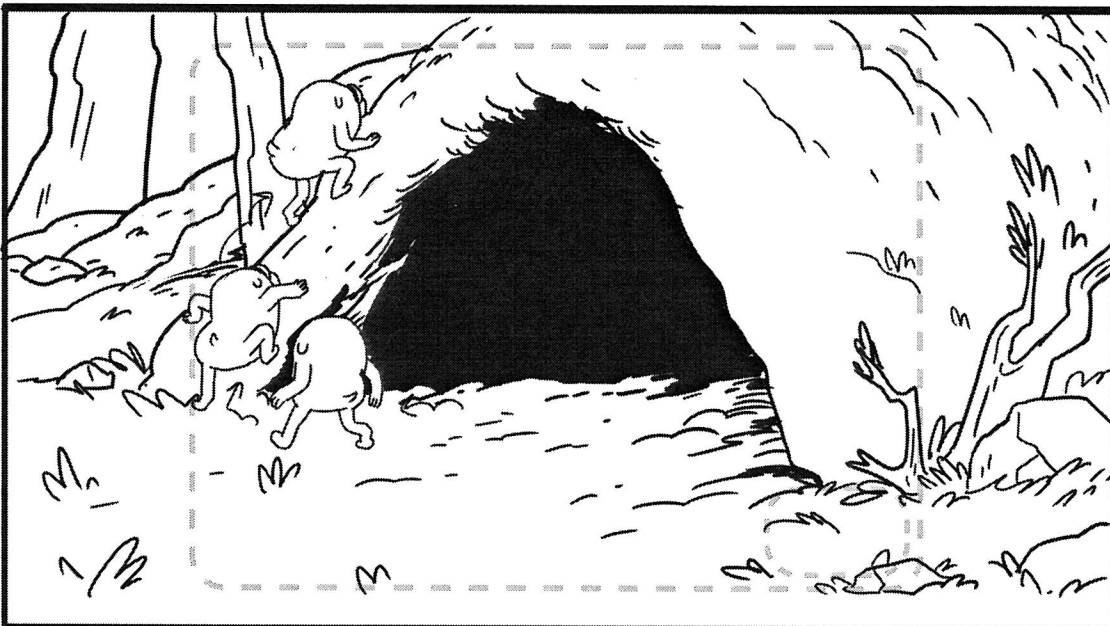
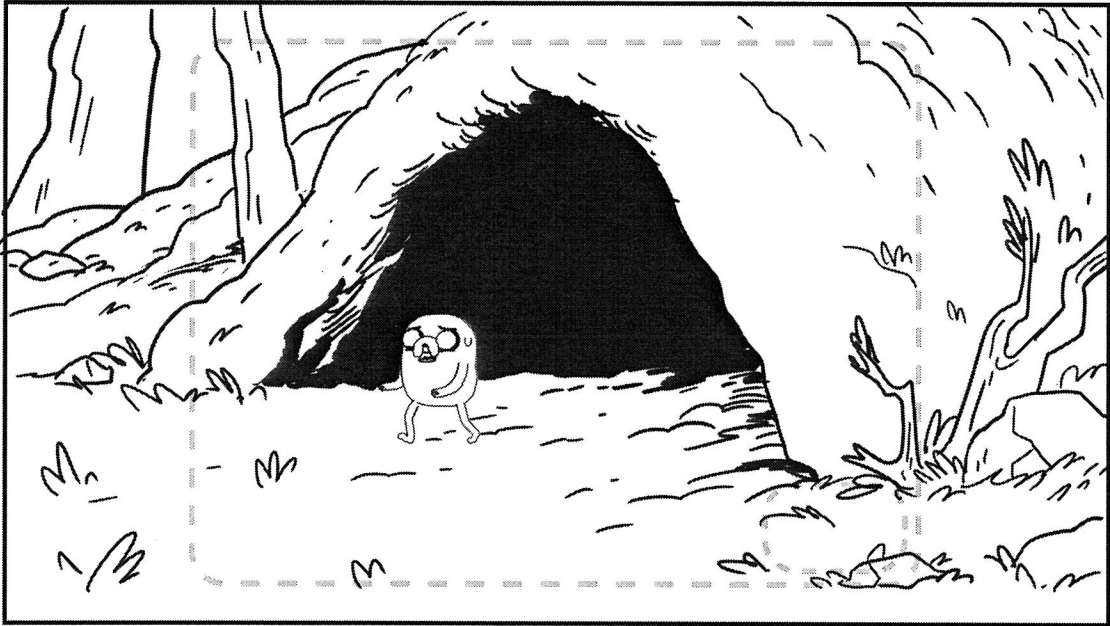
day night

Sc. 177

Pnl. B

Bg.

day night



Dialog:

J: GEEZ, I HOPE FINN
DIDN'T GET BLOOD SUCKED -

J: AFTER I
STRESS-FAINTED...

Action:

-J. CLIMBS UP
SLOPE

Timing:

EPISODE # 1034-213

Production:

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ADVENTURE TIME



Sc. 178

Pnl. A

Bg.

day night Sc. 178

Pnl. B

Bg.

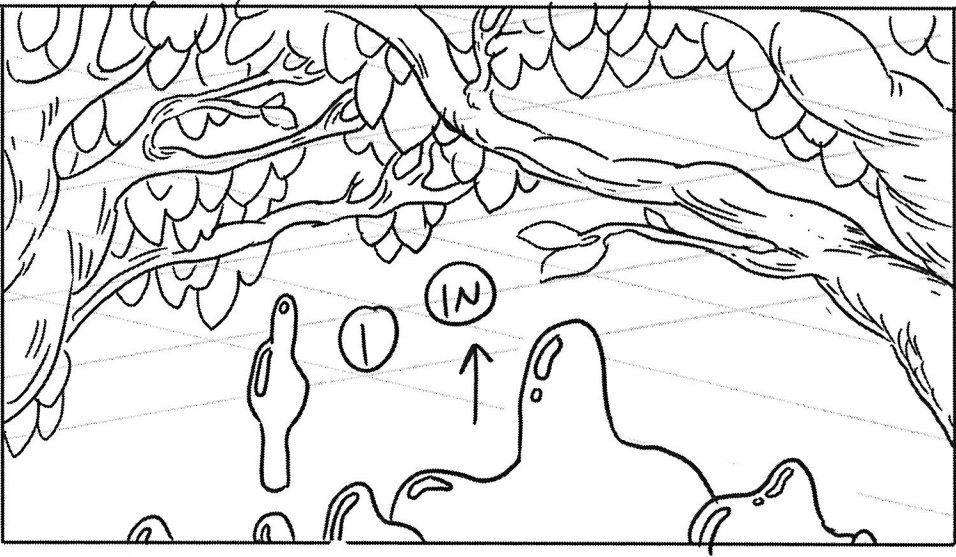
day night



Dialog:

Action:

Timing:



- BLACK GOO FORMS INTO 5 SILHOUETTES.

EPISODE # 1034-213

Production:

ADVENTURE TIME



Page 258

Sc. 179

Pnl. A

Bg.

day night

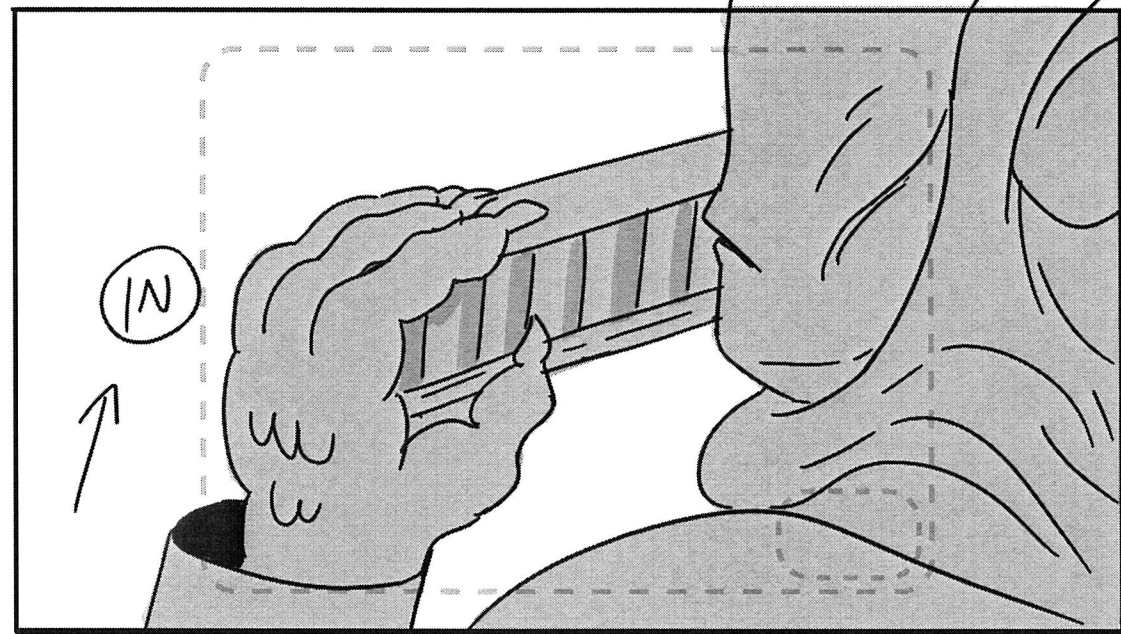


Sc. 179

Pnl. B

Bg.

day night



Dialog:

Action:

-VK RAISES HARMONICA TO LIPS.

Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME



Sc. 180

Pnl. A

Bg.

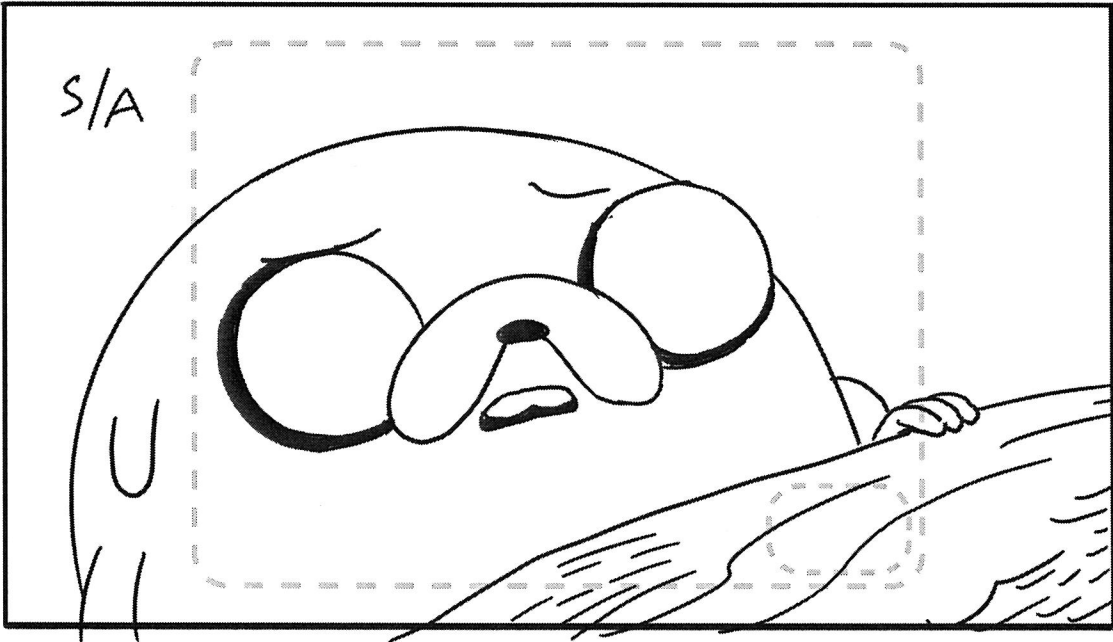
day night

Sc. 180

Pnl. B

Bg.

day night



Dialog:

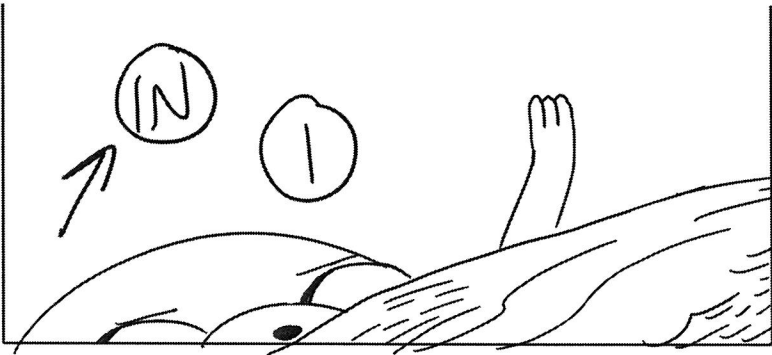
SFX: ↓ MUSIC ↓

-J. CLIMBS ON/S.

Action

Timing:

J: WHAT THE HECK?



1034-213

EPISODE #

Production:

ADVENTURE TIME



Sc. 181

Pnl. A

Bg.

day night

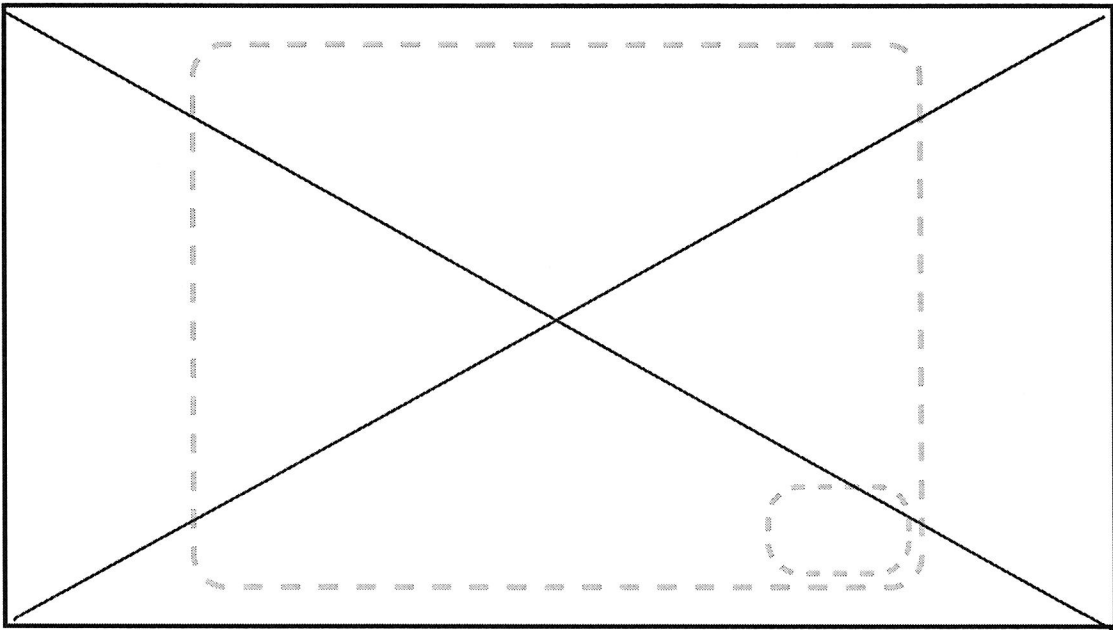


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: * MUSIC CONTINUES * _____

Action:

- JAKE WATCHES VAMPIRES FROM A DISTANCE .

Timing:

1034-213

EPISODE #

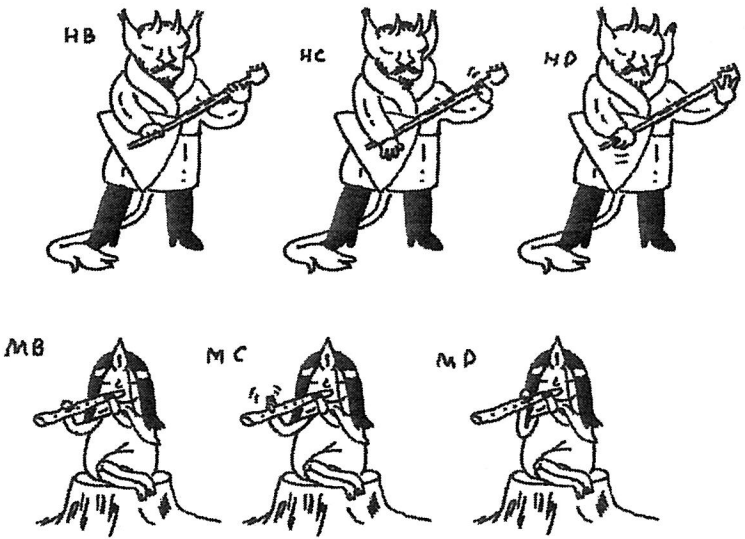
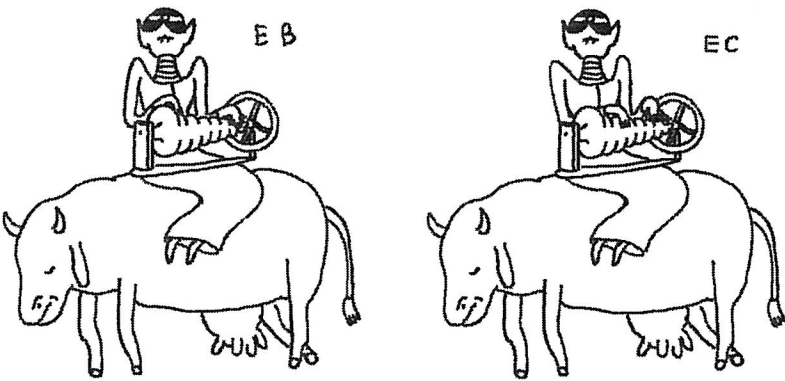
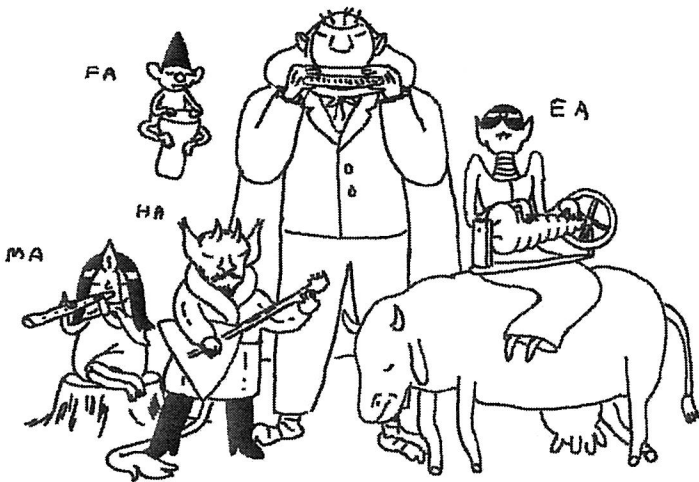
Production:

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ADVENTURE TIME



Sc. 182 Pnl. A Bg. day night

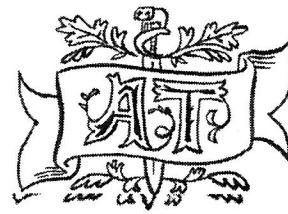


1034-213

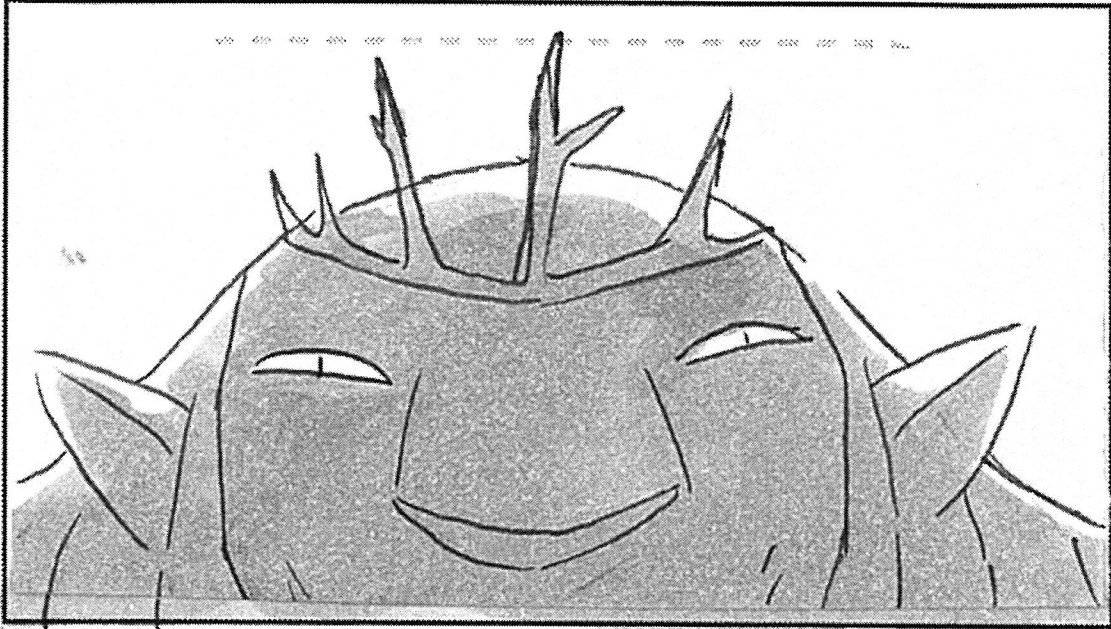
EPISODE #

Production :

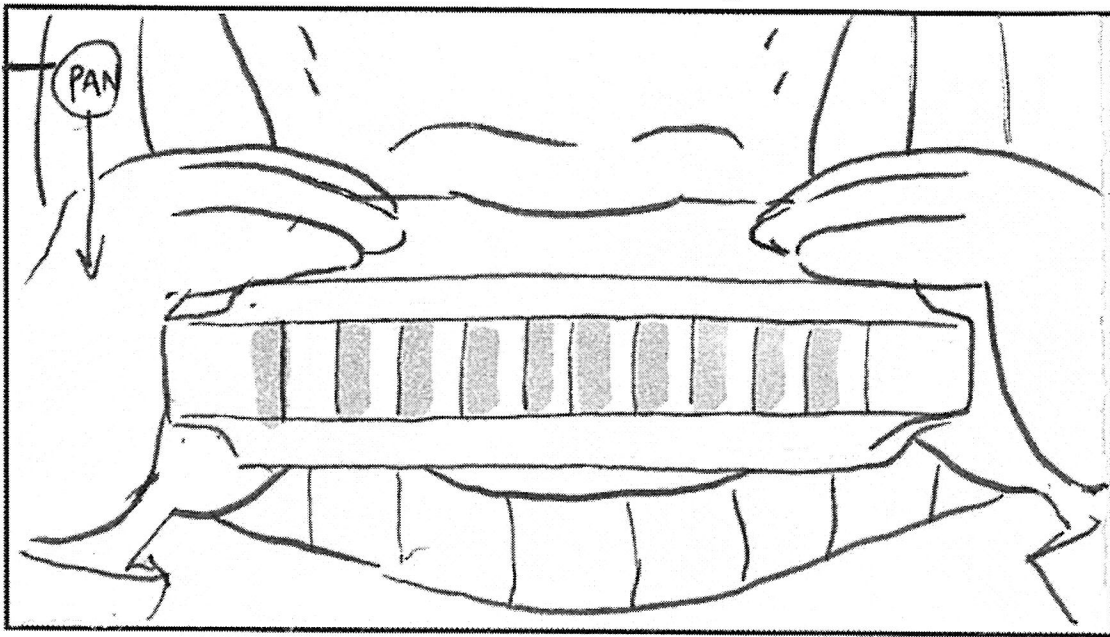
ADVENTURE TIME



Sc. 183 Pnl. A Bg. day night



Sc. 183 Pnl. B Bg. day night



Dialog:
SFX: ♪ MUSIC CONTINUES ♪ ————— BWOM!
Action:
-CU of VK'S CROWN IN SILHOUETTE -PAN DOWN TO HARMONICA
Timing:

EPISODE # 1034-213

Production:

ADVENTURE TIME

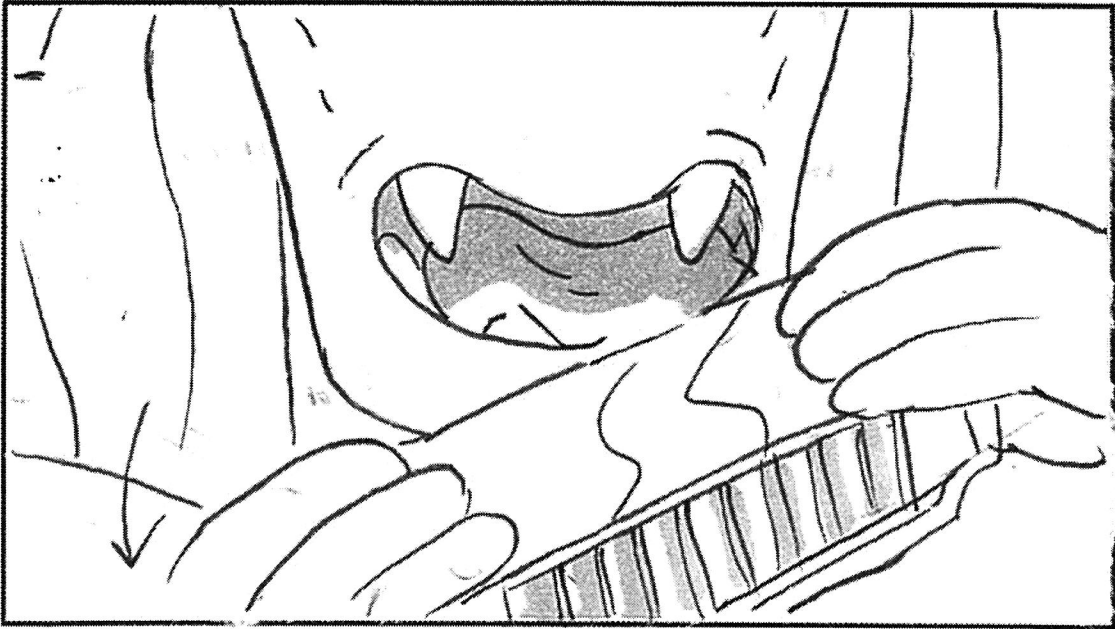


Sc. 183

Pnl. C

Bg.

day night

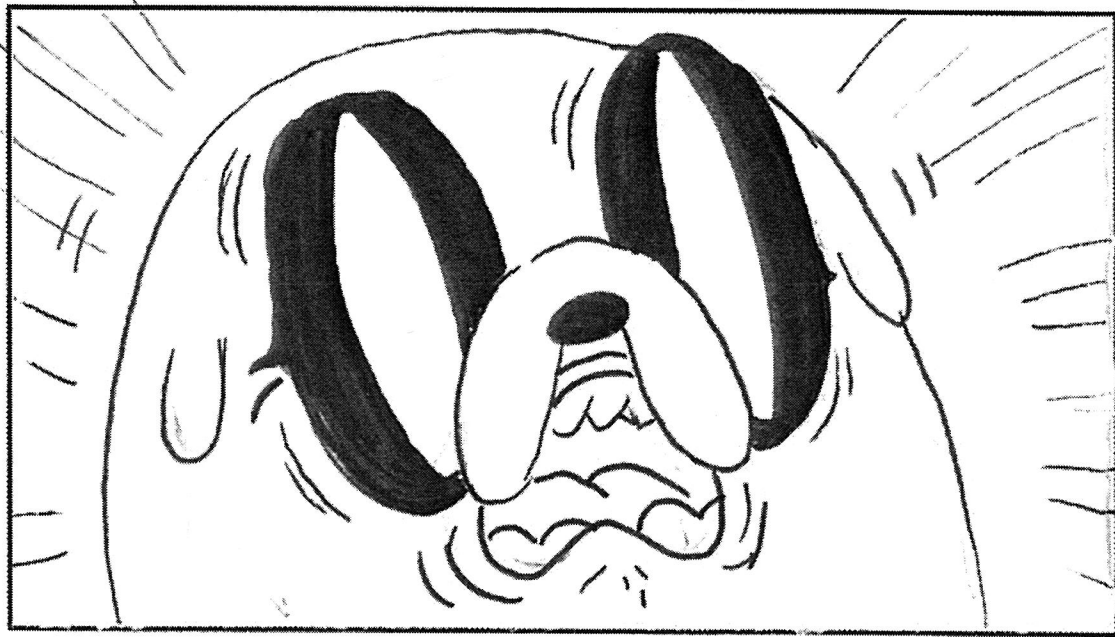


Sc. 184

Pnl. A

Bg.

day night



Dialog:

VK: AAAH

Action:

-VK SMILES,
REVEALING FANGS

-J. SILENT SCREAM, QUIVERING

Timing:

TO BE CONTINUED...

EPISODE # 1034-213

Production: